THE IDITAROD: RACING ACROSS ALASKA

A Signal Research Publication
$2.95 $3.95 CANADA

GAME Player's SPORTS FOR KIDS™

Vol. 1, No. 2
Display Until March 20,1990

MAGIC 32 JOHNSON

WHO'S *HIS* HERO?

SLAMMING AND JAMMING IN THE NBA

BUILD YOUR OWN KITE!

SURFING ON SNOW

PRO TIPS: ADVICE FOR HOCKEY PLAYERS

PLAYING TO WIN

0 71486 01338 9 02
01338

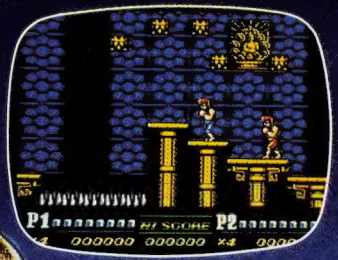
INCREDIBLE
1 AND 2 PLAYER
HEAD-TO-HEAD TEAM ACTION!

Acclaim™

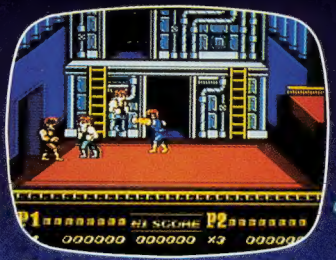
PRESENTS

双截龍 DOUBLE DRAGON II™

The Revenge



Nine larger than life missions!



Outrageous martial arts moves like the "Cyclone Spin Kick"!

A MARTIAL ARTS EXPLOSION!

THE ARCADE SMASH IS NOW PLAYING ON NES®!

Official Nintendo Seal of Quality™

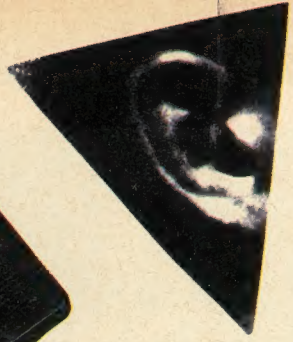
Licensed by Nintendo for play on the Nintendo ENTERTAINMENT SYSTEM®

Acclaim™ entertainment, inc.

Masters of the Game™

Acclaim™ and Masters of the Game™ are trademarks of Acclaim Entertainment, Inc. Double Dragon II: The Revenge™ is a trademark of Technos Japan Corporation licensed exclusively to Acclaim Entertainment, Inc. © 1989 Technos Japan Corp. Nintendo® and Nintendo Entertainment System® are trademarks of Nintendo of America Inc. © 1989 Acclaim Entertainment, Inc.

NEC



Where the system gets its energy.

The TurboGrafx™-16 system has many high-energy components and accessories that not only let you enjoy an amazing level of excitement now, but also let you expand your system in the future.

TurboBooster™ Audio-Video Enhancer

Working with your stereo TV or mono TV and stereo audio equipment, TurboBooster's special pre-amp function gives your game full stereo sound and sharper, clearer graphics through direct video input.

TurboGrafx™-CD Game Interface and Compact Disc Player

Brings CD sound and an even higher level of gameplay to the TurboGrafx-16 system—with more characters, more levels, and more challenge. Also plays regular audio and the new CD graphics (CD + G) discs.

TurboTap™ Multi-Controller Adapter

Now up to five friends can play specially selected games at once. Compete in head-to-head action or work together towards victory.

TurboGrafx™-16 Entertainment SuperSystem

The heart of the incredible TurboGrafx-16 system. With a custom 16-bit graphics processor that delivers an amazing 512 colors, a CPU that's four times faster and six stereo sound generators.

Tons of Arcade-Quality Games.

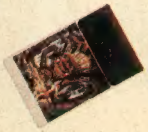
Packed with high-energy action, our TurboChip™ game cards bring you some of the best arcade-quality titles around. Adventure games like The Legendary Axe.™ Action games like Vigilante™ and China Warrior.™ Racing games like hard-driving Victory Run.™ And, when you're ready, you can even expand your system to play TurboGrafx-CD games, for even more excitement—with more characters and levels, real voices, CD music, animation, and more.

TurboPad™ Controller

Specially designed to help you control the amazing energy of the TurboGrafx-16 system, it's precise and fast, with three levels of "turbo" fire.

TurboStick™ High-Performance Controller

Lets you aim better and move quicker than you thought possible! Variable speed "turbo" fire gives you high-energy action—up to 16 shots per second. Or you can go into slow motion!

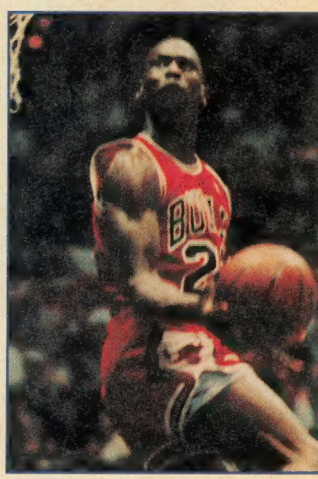


TURBO 16 GRAFX™

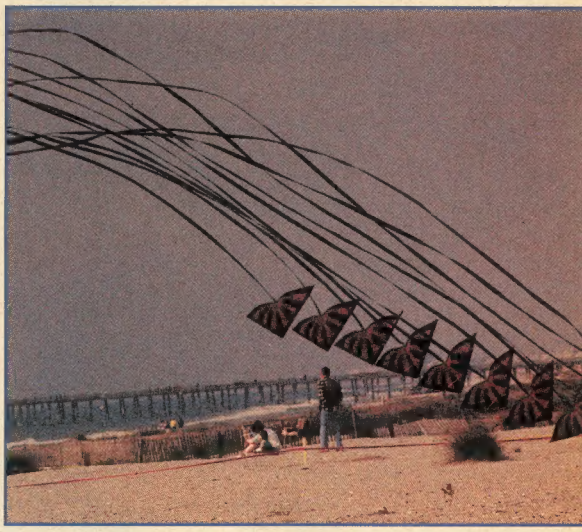
The higher energy video game system.

© 1989 NEC Home Electronics (USA) Inc.
"TurboGrafx-16" "TurboChip" "TurboPad" "TurboBooster" "TurboStick" "TurboTap"
"Victory Run" "The Legendary Axe" "Vigilante" and "China Warrior" are trademarks of NEC Home Electronics (USA) Inc.

10



58



52

68

22

GAME PLAYER'S SPORTS FOR KIDS™

FEATURES

MAGIC JOHNSON
The Lakers superstar talks about greatness, on the court and off.....26

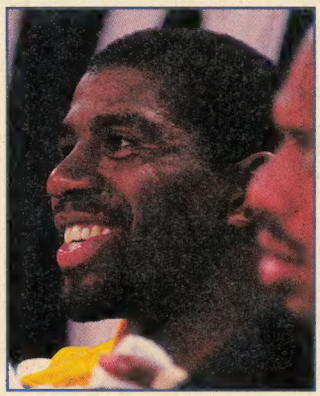
THE LAST GREAT RACE
This dogsled race across 1,000 miles of snow and ice in Alaska really lives up to its nickname.....42

THINGS ARE LOOKING UP
Look up into the spring sky and you may see the most incredible soaring, diving kites.....52

SULTANS OF SLAM
The NBA's highest-flying stars show off their slamming, jamming, in-your-face dunks.....58

THE CARDINAL RULE—WINNING
The 1979 Southeast Cincinnati Cardinals brought home the championship of the world's biggest girls soccer tournament.....74

STARS OF THE '80s, STARS OF THE '90s
Take a look back at the biggest thrills and heroes of the last decade and a look ahead at the next.....78



26

DEPARTMENTS

SUPERKIDS.....8
SPORTS NEWS..18
PRO TIPS.....34
TRIVIA CORNER.....39
LOOK IT UP!.....40
PUZZLE.....65
TRAINING TABLE.....67
RAD HOT!.....68
VIDEO-GAMES.....72
PACESETTERS...86
ORIGINS OF SPORTS.....88
OFF THE SHELF.....90
CALENDAR.....94

FROM THE EDITOR: WANT TO PLAY?

HISAYO N. CARROLL

Nicholas "Boomer" Evans and his dad, Chuck, keep their kites flying high.

Think you're pretty tough? Here's a sport for you:

You go to Alaska in the middle of winter, jump on a dogsled, and race across *1,000 miles* of snow and ice. If you love dogs and the wilderness — and a lot of freezing weather! — the Iditarod is an event for you.

Want something a little closer to home? Try this:

You go out to a park on the first nice day of spring and put a kite up in the air. You make it soar and dive, and you try to fly it higher and longer than your friends. That's a sport, too.

In some sports you may tackle the challenge of a lifetime, and in some you may just be playing for fun. A challenge and fun — those are two things any sport has if you love to play it.

continued on page 6.

Game Player's Sports For Kids (ISSN-1046-5170) is published bimonthly by Signal Research, Inc., 300-A South Westgate Drive, Greensboro, NC 27407, USA. Application to mail second class postage pending at Greensboro, NC, and additional mailing offices. Newsstand distribution is handled by the Curtis Circulation Company. Subscriptions: 6 issues US: $11.95 CANADA: Add $1 per issue ($17.95 total). For subscription customer service or overseas rates, call 1-800-222-9631. Postmaster please send change of address to *Game Player's*, P.O. Box L-2032, Langhorne, Pennsylvania 19047-0672.

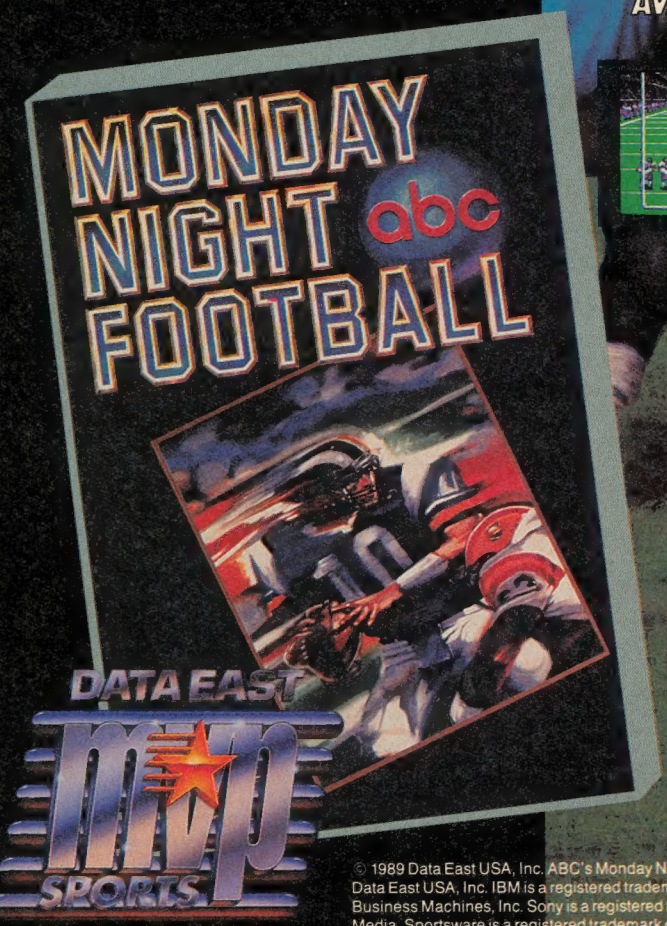
CATCH IT!... IF YOU CAN!

ABC's Monday Night Football Like You've Never Seen Before!

Powerhouse shotguns. Unexpected fumbles, on-side kicks, awesome blitzes and some of the most incredible touchdown runs you'll ever make.

YOU set the formations and **YOU** call the plays. Select from over 40 preset playscreens or, create your own plays. And, the digitized sound technology gives you Frank Gifford's actual voice announcing your most awesome moves.

But, whatever you do – don't be left on the bench when ABC's Monday Night Football kicks off.



AVAILABLE NOW FOR THE IBM-PC/COMPATIBLES AND COMMODORE 64.

SONY Free Interactive Demo

Buy a Sony® ten-pack of 3.5" floppies and receive a FREE interactive demo of ABC's Monday Night Football software game.

Demo includes a special "SONY SPORTBOOK" which gives you additional plays to use with the complete ABC's Monday Night Football game. Available only through SONY and Data East MVP Sports.

Free USA Today Sportsware

Get a **FREE** bonus worth more than **$50** from USA Today Sports Center. With every purchase of ABC's Monday Night Football game, you'll receive **FREE**:

- USA Today Sports Center membership
- Sportsware – communications software
- Online time to the USA Today sports information network.

USA TODAY Sports Center

© 1989 Data East USA, Inc. ABC's Monday Night Football is a registered trademark of ABC Sports, Inc. Data East MVP Sports is a trademark of Data East USA, Inc. IBM is a registered trademark of International Business Machines. Commodore 64 is a registered trademark of Commodore Business Machines, Inc. Sony is a registered trademark of Sony Corporation. USA Today Sports Center is a registered trademark of Gannett New Media. Sportsware is a registered trademark of USA Today Sports Center.

GAME Player's SPORTS FOR KIDS™

February-March 1990

Robert C. Lock, Editor-In-Chief
Amy L. Pruette, Senior Art & Design Director

Richard T. Mansfield, Editorial Director
R. Selby Bateman, *Game Player's* Editorial Director
David Arneke, *Game Player's Sports For Kids* Editorial Director
Noreen Lovoi, West Coast Editor
Lisa M. Bouchey, Assistant Editor
Brian Carroll, Assistant Editor
Lisa L. Farthing, Assistant Editor
Cynthia Y. Krueger, Copy Editor
Jason Rich, Contributing Editor

Irma Swain, Production Director
Edwin C. Malstrom, Art Director
Laura C. Morris, Graphic Artist
Kelly E. Pinter, Graphic Artist

James A. Casella, Publisher
Tom Valentino, Vice President, Finance
Andrew Eisenberg, Vice President, Advertising Sales
Dominic Mustello, Vice President, Circulation
William E. Corsini, Advertising Director
Jeff Pieper, Circulation Promotion Manager
John G. McMahon, Dealer Sales Manager
Pamela Lambert, Dealer/Customer Service Coordinator

Signal Research, Inc., publishes *Game Player's™ Sports For Kids; Game Player's™ The Leading Magazine of Video and Computer Entertainment*; the *Game Player's Guides* ™ to Nintendo and PC computer games; *Game Player's GameTapes* ™, a series of tutorial videotapes about selected games; and operates the *Game Player's* Pro-Tip Hotline, a telephone service offering hints and tips for selected Nintendo games. Subscriptions to *Game Player's*: One year (12 issues) U.S., $26.50. Subscriptions to the *Game Player's Guides* to Nintendo games: One year (6 issues) U.S., $18.95. Subscriptions to the *Game Player's PC Guides*: One year (6 issues) U.S., $18.95. Subscribers outside the U.S., please add $1 per issue for postage. Corporate, editorial, and production offices are located in Greensboro, North Carolina, (919) 299-9902; FAX (919) 854-0963. Advertising sales and circulation offices are located in Ridgewood, New Jersey, (201) 670-7443; FAX (201) 670-1385. Dealer orders and inquiries should be directed to Dealer Sales at (201) 670-7443.

The Editors welcome information on all sports relating to kids. Such materials should be addressed to: Editor, *Game Player's Sports For Kids*, P.O. Box 29364, Greensboro, NC 27429, USA. Overnight delivery parcels should be addressed to 300-A South Westgate Drive, Greensboro, NC 27407. Editorial telephone and FAX numbers are noted above. Unsolicited manuscripts cannot be returned or acknowledged.

Please send all advertising materials to Jan Sebastian, Production Coordinator, *Game Player's*, 300-A South Westgate Drive, Greensboro, NC 27407.

A publication of Signal Research, Inc. Robert C. Lock, Chairman and CEO; James A. Casella, President; Richard T. Mansfield, Executive Vice President; R. Selby Bateman, Group Vice President.

Entire contents copyright 1990, Signal Research, Inc. All rights reserved; reproduction in whole or in part without permission is prohibited. *Game Player's Guide*, *Game Player's* and *Game Player's Sports For Kids* are tradenames of Signal Research, Inc.

Products named in these pages are tradenames, or trademarks, of their respective companies. *Game Player's Sports For Kids* is a publication of Signal Research, Inc., an independent publishing company.

Cover photography: Magic Johnson, copyright© 1988 ALLSPORT/MIKE POWELL; Libby Riddles, copyright© 1989 JEFF SCHULTZ; Girls Scorer, copyright© 1989 PHIL STEPHENS.

continued from page 4.

There's no end to the different kinds of games in the world. And there's no end to the different kinds of people who play them, like you and other kids everywhere in the world.

That's why every issue of *Game Player's Sports For Kids* has stories about a whole bunch of sports. You'll find your favorite sports, like basketball, soccer, hockey, football, and baseball. And you'll find sports you may not know so well, like snowboarding and waterskiing.

What are your favorite sports to play and watch? Write us a letter and tell us what you like about them. You might see a story about those very sports in one of the next issues of *Game Player's Sports For Kids*!

David Arneke,
Editorial Director

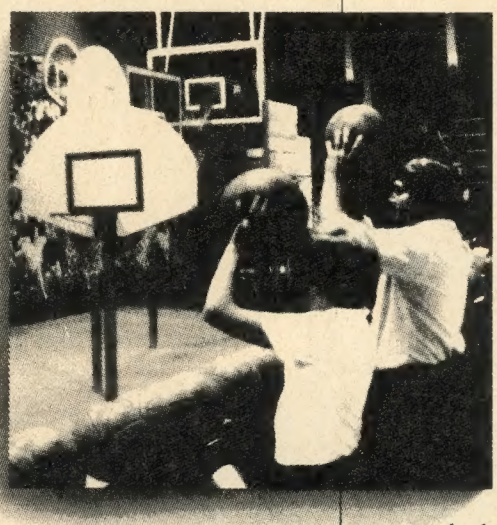
CORRECTIONS

In the previous issue of *Game Player's Sports For Kids*, the credit line for the photos used in "Michigan Football: An Inside Look" was accidentally omitted. The photos for the story were taken by Joe Arcure and are copyrighted 1989 in his name. In the article on baseball player Gary Carter in the same issue, the photo of the two young leukemia patients was taken by Felix Llorca, the photo of the Carters with President and Mrs. George Bush was supplied by the White House, and the photo of the Carter family was supplied by DuPont.

WHERE STARS BECOME LEGENDS

Basketball was invented in 1891 in Springfield, Massachusetts, by Dr. James Naismith. The Basketball Hall of Fame stands in tribute to the many participants who, throughout the decades, have made basketball the American Game played worldwide.

Basketball's history comes alive at the Hall of Fame. Lifesize photos, actual jerseys and sneakers of star players, original basketball memorabilia, and state-of-the-art exhibits distinguish the Basketball Hall of Fame.



The most popular participatory exhibit is the "Shoot-Out," where visitors have a chance to test their shooting skill.

The Basketball Hall of Fame is unique in that it encompasses the entire history of the sport; the only major sport founded in America. All levels of men's and women's basketball are featured: amateur, high school, collegiate, professional and international. Stars become legends at the Basketball Hall of Fame!

Basketball fans can capture the spirit and excitement of the game with the limited edition Collector Series of metallic cards depicting Basketball Hall of Fame legends.

Be a part of the team! Become a member of the Basketball Hall of Fame. Membership includes special discounts, Hall of Fame yearbook, quarterly newsletter, posters and invitations to Basketball Hall of Fame events.

If you'd like free information on the Collector Series, Membership or other programs, call or write:

Naismith Memorial

Basketball Hall of Fame

P.O. Box 179 • 1150 West Columbus Avenue
Springfield, MA 01101-0179 • (413) 781-6500

SUPERKIDS

SWIMMER SCORES A PERFECT 10

Sarah Newman said her goal is "to go as fast as I can go and take what comes with it." That goal has led Sarah, 16, to an incredible feat: she holds records in all ten events in her swimming conference.

Sarah is a junior at Lansing High School in Ithaca, New York. She swims for her school in the six-team Interscholastic Athletic Conference (IAC). Her coach, Diane Hicks-Hughes, said that Sarah's success is "a combination of talent and a lot of very hard work."

Sarah said she doesn't have summers for vacation anymore because of swimming practice. She swims two or more hours, six days a week, during swimming season and five days a week in the off season.

When Sarah was 12 she started swimming because she wanted to get in shape for track, and because she wanted to spend time with her neighbors who were swimmers.

Now Sarah is winning high marks at state and national swimming competitions. At New York's state swimming competition last November, Sarah swam in her two favorite events, the 100-yard backstroke and the 50-yard freestyle. She won the backstroke competi-

Sarah moves like a torpedo in the water. Her speed has led to ten of ten records in her league!

ALL PHOTOGRAPHS BY MICHAEL J. OKONIEWSKI

The 100-yard backstroke is one of Sarah's favorite events. Her record is 58.88 seconds.

"When it comes to a race, she will go 100 percent. She is very competitive," said Sarah's coach. But she said Sarah also has a very "realistic" and "down to earth" attitude.

tion and placed second in the state in the freestyle.

Last summer at the Junior Nationals open competition in Buffalo, New York, Sarah placed fifth in the 50-meter freestyle. Her time there qualified her for competition in the Senior Nationals this spring. That is one of the accomplishments Sarah said she is most happy about because it is the first step towards international competition.

That qualifying time also helped Sarah be chosen as part of a small group that went to the Olympic training center in Colorado. During Thanksgiving they trained for three days under the Olympic team's swimming coach.

Sarah also runs track and last year she competed in the New York State Track Meet in the high jump.

After high school Sarah wants to study sports psychology. Though she will probably get a scholarship to swim in college, she said, "I can't depend on my swimming. There's no such thing as a professional swimmer."

GP

SUPERKIDS

KEEPING ON HIS TOES

Wade Bramlitt spends a lot of time on his feet. Especially in the water. At eight years old, Wade is the youngest competitive barefoot water-skier in the United States.

Calvin Bramlitt, Wade's dad, is a boat salesman and he says Wade practically grew up in a boat. His mom and dad are both barefoot skiers. As their only child, it was natural for Wade to enjoy the sport, too.

He lives with his parents on Black Creek, which is really a river, in Florida. It is a perfect place for him to practice skiing.

Wade gothis start when he was only 5, after watching his dad and mom barefoot skiing. He said he bet his dad five dollars he could do it. Now, his dad is his coach.

"I was up first try; it was hard. I kept falling down and getting up and falling down," Wade said. But he tried until he could stay up on the water and he has improved ever since.

Wade entered his first competition when he was five and a half. Now he has worked his way up in barefoot ski ratings from "first class" to "expert" to "master," which is the highest possible rating. Wade had to earn these ratings by skiing at certain difficulty standards in tournaments.

Wade does amazing ski tricks in competition. He competes in the two events offered for his age group, the wake slalom and tricks events.

At first most people can barefoot ski for less than one minute, said Wade's dad. The muscles in your feet have to get used to it. Wade skis 30-40 minutes at a time.

Wade is in the middle of a "tumble turn" where he spins around on his back and stands up again on the water.

This is a back deepwater start. It is the hardest way to start skiing. With the ski rope between his legs, Wade is on his stomach in the water and as the boat gains speed it pulls him up.

"Don't try to back deep (start) without an expert," Wade said. Besides his dad, Wade gets coached by Mike Seipel, two-time overall world champion, and Don Mixon, Jr., four-time world record holder in wake slalom.

In the tricks event a skier has 15 seconds to complete as many stunts as he can. The clock starts as soon as the skier is up on the water. Each skier gets two trick runs, and they get points for the difficulty of the tricks and for how well they are performed.

At a speed of 34 miles per hour, Wade does a one foot reverse, a hop, a circle on his back, a reverse circle on his back, a half turn on his back, a reverse half turn on his back, and a toe hold (he holds the ski handle with one foot and skis on the other foot with no hands). And that's just one of Wade's trick combinations!

The wake slalom event consists of crossing the wake, the choppy water behind the boat, as many times as possible in 15 seconds. Wade crosses the wake sometimes on one foot, sometimes on two. He can go all the way across six times on one foot, and he is always practicing to get faster.

Wade said he gets very excited when he wins competitions. At the most recent Barefoot Nationals in August, 1989, Wade finished third in all events in the junior boys division. He lost to two boys who were 12 years old and will be too old for the division next year. At the next national competition Wade will have a good chance of winning.

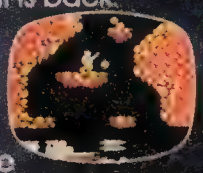
GP

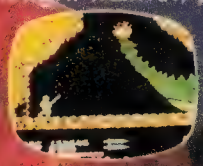
At first most people can only barefoot ski for less than one minute, said Wade's dad. The muscles in your feet have to get used to it. Wade skis 30-40 minutes at a time. He lives with his parents on Black Creek, which is really a river, in Florida. It is a perfect place for him to practice skiing.

Become the ultimate warrior in the ultimate war.

IRONSWORD
WIZARDS & WARRIORS II

The evil Wizard Malkil is back. And his fury rages out of control in the form of four sinister elementals: Earth, Wind, Fire and Water. As Kuros, the knight warrior, you track them in their dark domains—pursued by armies of vile creatures. To emerge victorious, assemble the shattered IronSword. And face what no warrior has ever faced before!





Look for IronSword and Wizards & Warriors for your Nintendo Entertainment System.®

Official Nintendo Seal of Quality

Nintendo ENTERTAINMENT SYSTEM

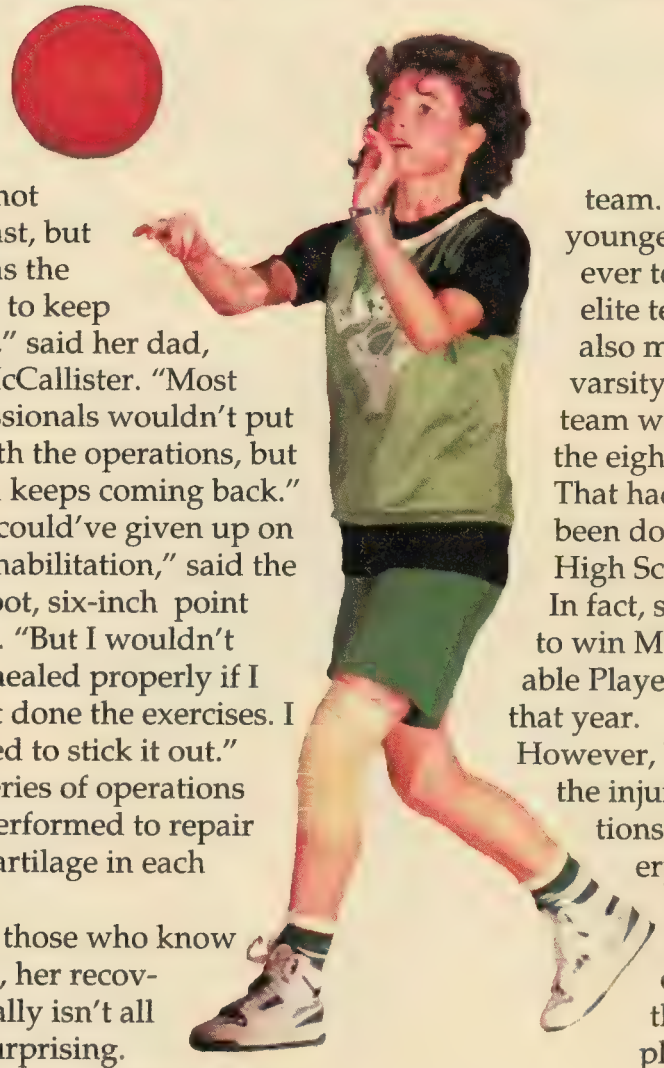
Acclaim entertainment, inc

Masters of the Game

Kuros,™ Wizards & Warriors,™ IronSword™, Acclaim™ and Masters of the Game™ are trademarks of Acclaim Entertainment, Inc. Wizards & Warriors™ and IronSword™ © 1992, 1991 Rare Ltd. Licensed to Acclaim Entertainment, Inc. by Rare Coin It, Inc. Nintendo® and Nintendo Entertainment System® are trademarks of Nintendo of America Inc. © 1991 Acclaim Entertainment, Inc.

SUPERKIDS

DRIVING THE LANES AND AROUND THE TRACK



At 15 years old, Tonya McCallister has a promising basketball career ahead of her. But if her plans for the court don't work out, she can always turn to the track — the racetrack.

Tonya is an excellent dirt-track race car driver, too. She started racing cars at age 14 and now is a veteran of more than ten races and the winner of six.

A basketball career is, however, what Tonya wants most. Though she has had four knee operations, Tonya is considered one of the top guards in South Carolina.

One big reason for her success, both on the court and around the track, is determination.

"She's not that tall and she's not that fast, but she has the desire to keep going," said her dad, Lee McCallister. "Most professionals wouldn't put up with the operations, but Tonya keeps coming back."

"I could've given up on the rehabilitation," said the five-foot, six-inch point guard. "But I wouldn't have healed properly if I hadn't done the exercises. I decided to stick it out." The series of operations was performed to repair torn cartilage in each knee.

To those who know Tonya, her recovery really isn't all that surprising. She's been a winner for most of her life.

At age 12 she played for the state Junior Olympic championship basketball team. She was the youngest player ever to make that elite team. She also made the varsity basketball team while still in the eighth grade. That had never been done at Easley High School before In fact, she went on to win Most Valuable Player honors that year.

However, because of the injuries, operations, and recovery, Tonya has spent more time off the court than she had planned.

Tonya said one of her goals is "to learn to handle the ball well enough to try out for the Harlem Globetrotters."

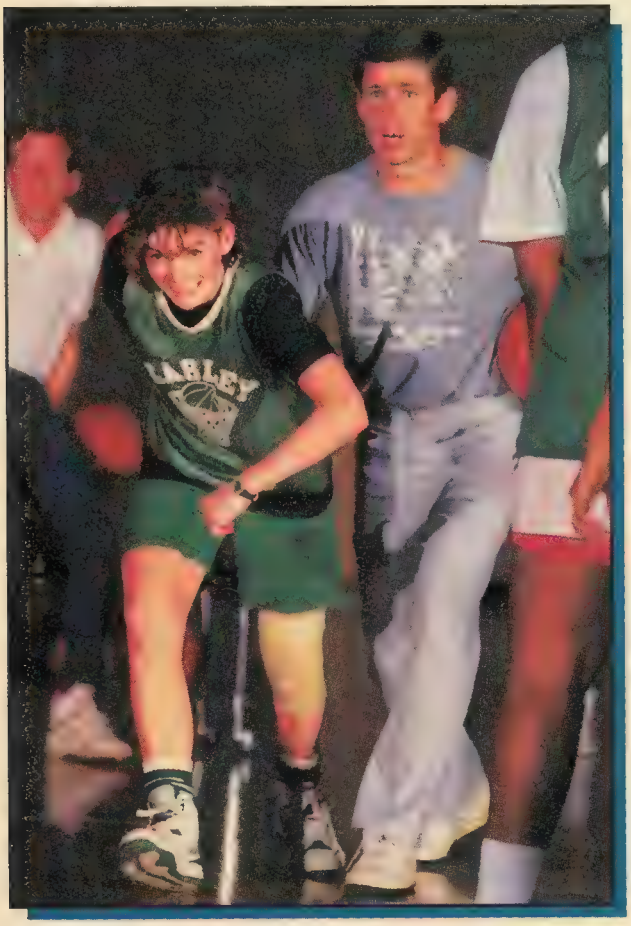
She's had enough free time to try her hand at dirt-track racing.

"I've been around racing all my life, so it was really pretty natural," Tonya said. "After I won that first race, I didn't need to be scared anymore."

Tonya's father has raced cars for years and now owns the dirt speedway where Tonya takes her laps. "I've won over 400 main events, and Tonya was there for a lot of them," Lee said. "That's why she knows as much about racing as she does."

Tonya likes being in the driver's seat, whether on the court or off.

ALL PHOTOGRAPHY BY FRED ROLLISON



Six hundred leg lifts each day make up part of Tonya's rehabilitation schedule. She also rides a stationary bicycle 15 minutes per day.

Tonya must have picked up some good pointers from her father because she won the first race she entered. "I practiced the night before, which was the first time I had gone full speed around the track," Tonya said.

The cars that Tonya has raced are small, four-cylinder cars called Baby Bombers. She competes in the Powder Puff division, which is for women only. Of course, most of the drivers are much older than the tenth-grader from Easley.

After basketball season, Tonya says she wants to race the bigger cars, called Bombers. Why? "Because they're faster."

Whatever she decides to do, you can bet she will do it well. As her dad said, "Tonya believes that if it's worth doing, it's worth doing right."

GP

Her 17-year-old sister, Angie, is Tonya's best friend. "I'm the athlete of the family," Tonya said. "Angie got the looks."

GamePlayer's™ the hottest name in videogame and computer game magazines, now brings kids all the action and fun of the world of sports and personal athletics.

GAME Player's SPORTS FOR KIDS™

Game Player's Sports For Kids™ will open a whole new playing field for boys and girls, from seven years up to early teens. Every issue will bring readers closer to the stars, teams, stories, and dreams that keep the sports world turning.

For fastest service call toll free: 1-800-222-9631

SPORTS

HeadLiners —

Colorful and lively stories about popular sports, top athletes, and competing teams. Can the Dallas Cowboys become America's Team again? College Basketball '89-90: Pretenders and Contenders. Will Brandy Johnson become America's top young gymnast? Behind the scenes at ESPN's SportsCenter. And that's just the beginning!

Rad Fads —

The Cutting Edge: We'll fill you in on everything from snowboards and skateboards to parasailing and videogaming.

The Tip-Off —

Whatever your game is, we've got the inside info from the best in the business. Pages of full color photos and helpful tips will bring you pro-hints in everything from football to equestrian events.

Fan Club —

Spotlighting superstars and what's special about them. From Bo Jackson and Michael Jordan to Gabriela Sabatini and Debi Thomas.

The Calendar —

We'll keep you up-to-date on what's happening where and when from the wide and sometimes wacky world of sports.

Interested? Well, *Game Player's Sports For Kids* has even more in store for sports-active kids! We'll show you the Rising Stars — young people who may be tomorrow's sports heroes. Read about the latest in sports books, movies, and videos for kids. We'll also help you shop for the best in sports gear, from skateboarding helmets to hi-tops. We'll even dig up fascinating and little-known sports facts you can't find anywhere else.

Don't miss a single issue — Order your subscription to *Game Player's Sports For Kids* today!

FOR KIDS!

SPORTS NEWS

WHO'S YOUR HERO

Who do you want to be like when you grow up? Michael Jordan? Steffi Graf? Bo Jackson?

Lots of kids look up to a favorite athlete. And many grown-ups think that's good.

The Travelers insurance company conducted a poll of adults asking about the best role models for kids — the best people for kids to look up to.

Athletes got the nod more often than any other group. The poll showed that 37 percent of the people chose athletes. Business leaders came in second, with 18.5 percent. Pop stars, like Whitney Houston or Bruce Springsteen, received 14 percent. Politicians got 11 percent, the same figure as television and movie stars.

If you read the sports pages in the daily newspaper, you've probably discovered that not all athletes are good guys off the field (or even on it sometimes). Like any other group, some athletes get into trouble and some stay clear of it. Despite some athletes' troubles, there are still many athletes you can look up to.

CORKY TWEWIN

Football star Steve Largent of the Seattle Seahawks visits kids at the Seattle Children's Hospital. He was named the 1988 NFL Man of the Year because he likes to help others off the field.

ASK YOUR PARENTS

Who do your parents think are good heroes for you? Ask them who they think are people you can look up to and respect.

Who were *their* heroes when they were growing up? Your mom or dad would probably love to tell you about their heroes. And they'd love to hear about yours, too.

ALL-PRO BASKETBALL™

- 2-Player Ready!
- Tournament Mode
- True 5 on 5 Game Play
- Slam 'n Jam
- Player Substitutions
- Player v.s. Player Mode
- 2 Players v.s. Computer Mode

THIS GAME
IS LICENSED BY NINTENDO®
FOR PLAY ON THE

Official Nintendo Seal of Quality

MAIL THE COUPON BELOW FOR INFORMATION
AND A CHANCE TO WIN A FREE GAME

VIC TOKAI INC.

22904 Lockness Ave., Torrance, California 90501 / TEL: (213) 326-8880

Nintendo® and Nintendo Entertainment System® are trademarks of NINTENDO OF AMERICA INC.
All-Pro Basketball is a trademark of VIC TOKAI, INC.

VIC TOKAI SWEEPSTAKES

22904 Lockness Ave., Torrance, CA 90501

Name _____

Address _____

City _____

State _____ Zip _____

Telephone (_____) _____

☐ Send More Information

☐ Enter My Name in the Sweepstakes

SPORTS NEWS

SAFER BASEBALLS

Playing baseball can be scary at times, especially when you're at the plate and the pitcher isn't sure where the ball is going after it leaves his hand.

Worth claims their RIF baseball is identical to standard baseballs in size, weight, and performance.

Scott Johnson felt that way four years ago when he was a 12-year-old shortstop in Tullahoma, Tennessee. The pitch came at him high and inside. Johnson ducked too late and the ball smacked him in the head. It was a fastball from a pitcher who had been clocked at speeds 70 miles per hour and up.

Other than a slight headache, Scott reported no injury.

The ball that hit him was a new kind of baseball. It's called a RIF (Reduced Injury Factor) ball, and it's made by a company in Tullahoma, Scott's hometown.

Worth Sports Company introduced the ball to make baseball a safer sport for kids. Tests done on the balls show that they do lower the risk of serious head injury.

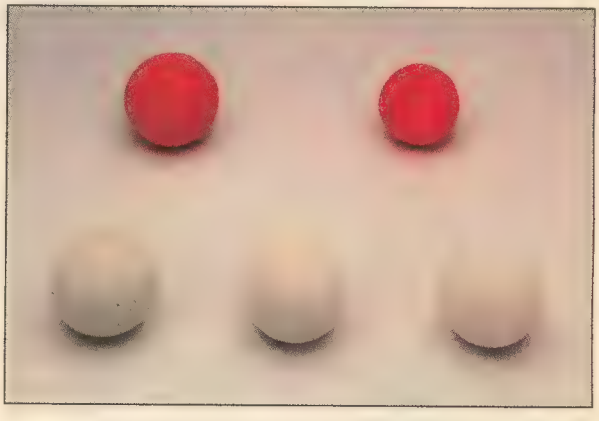
Worth claims the ball is just like regular baseballs in size, weight, and performance. However, they are different from those used in the major leagues. Inside each Worth baseball is a form of plastic called polyurethane. Major league baseballs have wound-up yarn in the middle.

Another baseball company that makes safety baseballs is Kenko Ball. The Japanese company promises safe play on the diamond with its air-filled, rubber baseball.

"A Kenko-style baseball has been used for more than 50 years by approximately 90% of the youngsters under the age of 14 in Japan without a single serious injury ever attributed to a thrown or batted ball," said Jiro Nagase, president of Kenko.

GP

ED SAPP



Because a seven-year-old's hand is smaller than a ten-year-old's, Kenko makes different sizes of baseballs for different age groups.

GET THE GAME TITLE THAT BRINGS BATMAN INTO YOUR LIVING ROOM.

The CAPED CRUSADER™ is back, as you've never seen him before!

If the stark reality and explosive action of the movie BATMAN left you screaming for more, this is the moment you've been waiting for! It's a trek from the streets of GOTHAM CITY™ to the darkest depths of the city underworld, brought to life with graphic magic. Get BATMAN today at your favorite dealer now.

SUNSOFT THE TITLEHOLDER!

SUNSOFT® is a registered trademark of Sun Corporation of America. ©1989 Sun Corporation of America. Nintendo® and Nintendo Entertainment System® are registered trademarks of Nintendo of America Inc. ©1989 Nintendo of America Inc.

Hot News for Hot Shots!

Get the inside track on Sunsoft games in the **FREE** Sunsoft Game Time News.

Name _____ **Age** _____

Address _____

City _____ **State** _____ **Zip** _____

Mail to: Sunsoft, P.O. Box 2390, Libertyville, IL. 60198 LEA

SPORTS NEWS

CLUB FOR RACING FANS

Even after you learn to drive, you'll probably never get to race at 200 miles per hour at speedways like Daytona, Indianapolis, or Talladega. Not many drivers do! But now a new racing club is offering kids an inside look at auto racing.

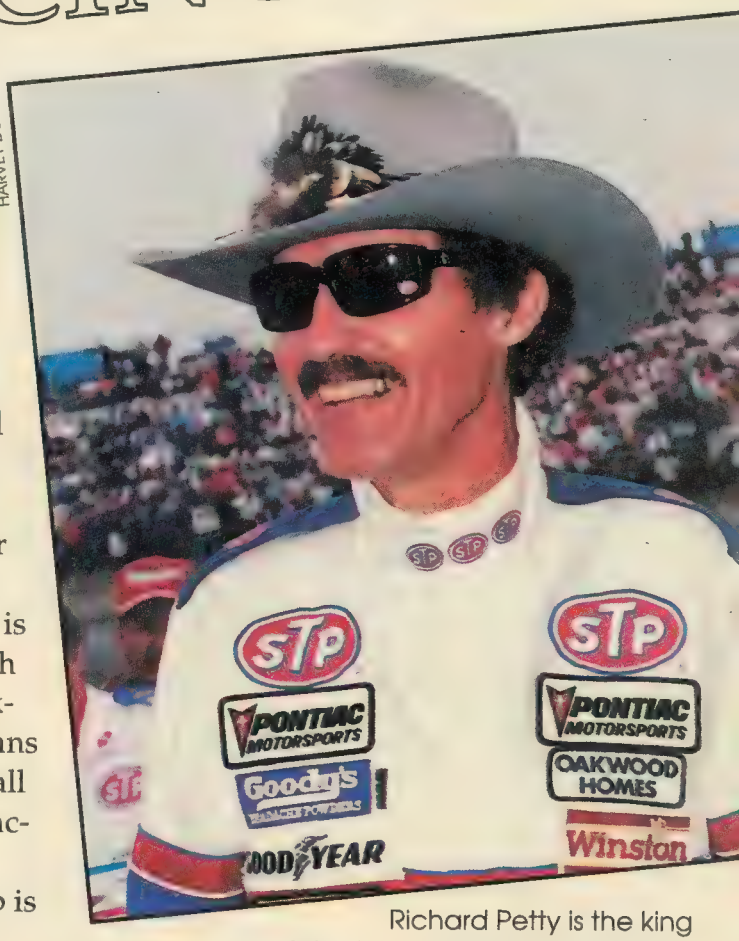
Kids In the Driver's Seat (KIDS) gives boys and girls a chance to meet race drivers and learn the basics of the sport. The group already has enlisted stock car drivers Richard Petty, Dale Earnhardt, and Alan Kulwicki to take part in its activities. KIDS will sponsor get-togethers for members and drivers at selected NASCAR stock-car races this season.

Members will get a newsletter four times a year containing information on drivers and races, club activities, athlete nutrition, health, and safety. They also will receive a membership package containing a school folder, book cover, pen, decal, and other items.

While KIDS is starting out with a focus on stock-car racing, it plans to expand into all forms of auto racing.

Membership is $10 for the first child in a family and $7 for each additional child. For more information, write to KIDS, 316 Clark Blvd., Charlotte, N.C. 28213.

HARVEY DUCK



Richard Petty is the king of stock-car racing with a record 200 wins. He is one of the drivers involved in the KIDS racing club.

GAME PLAYER'S PRO-TIP HOTLINE!!

1-900-740-7000

Your telephone connection to the hottest gaming hints, tips, and secrets for your favorite Nintendo games!

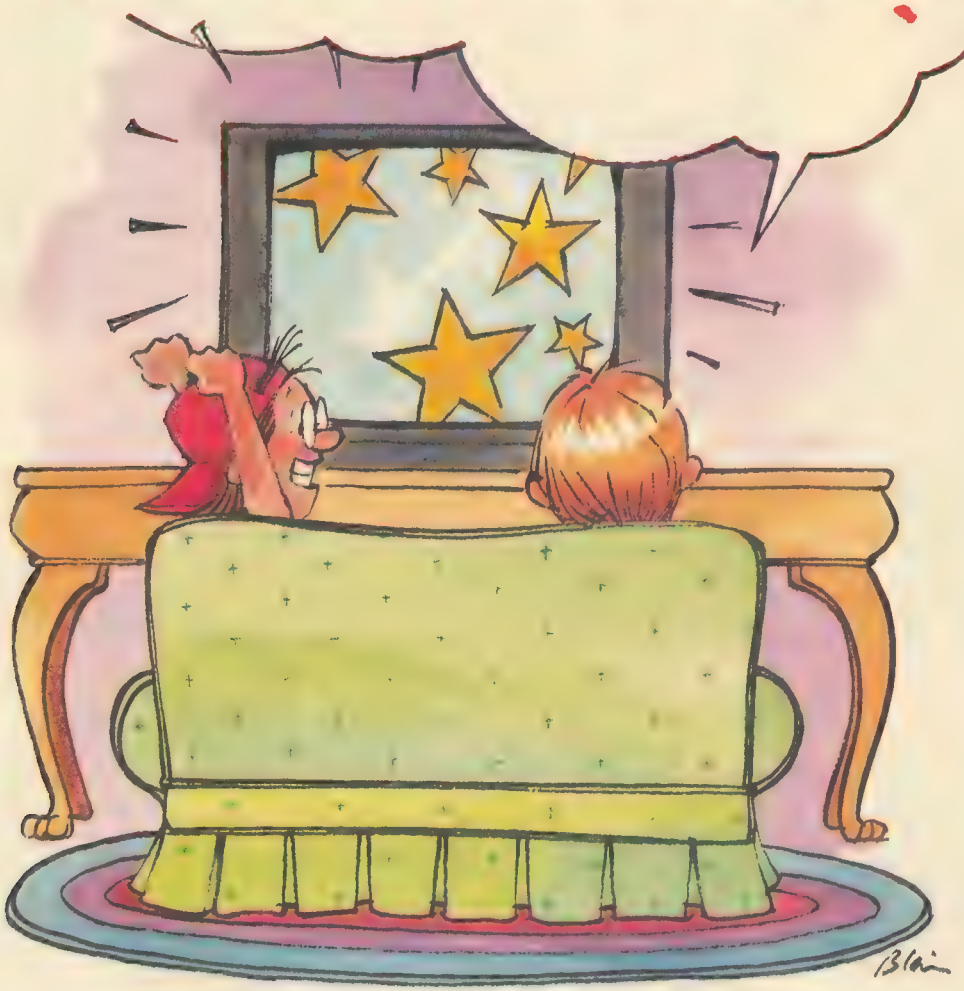
Hear the game tips **YOU** want to hear by just pushing a button on your telephone. Each week, our *Game Player's* experts choose the best hints and tips for three hot games for the Nintendo Entertainment System. Simply dial and choose which games' secrets you want to hear! Or, hear them all! Every week we'll change the games *and* the hints.

The *Game Player's* Pro-Tip Hotline costs $1.25 for the first game, and just 75 cents for each additional game. Don't forget to ask your parents' permission before making your calls.

GAME Player's

Nintendo® and Nintendo Entertainment System® are registered trademarks of Nintendo of America Inc. The GAME PLAYER'S PRO-TIP HOTLINE is a joint production of Signal Research, Inc., and CC/ABC Video Enterprises, Inc., and is not affiliated in any way with Nintendo of America Inc.

BETTER BLASTERS MASTER FASTER!



WITH OFFICIAL

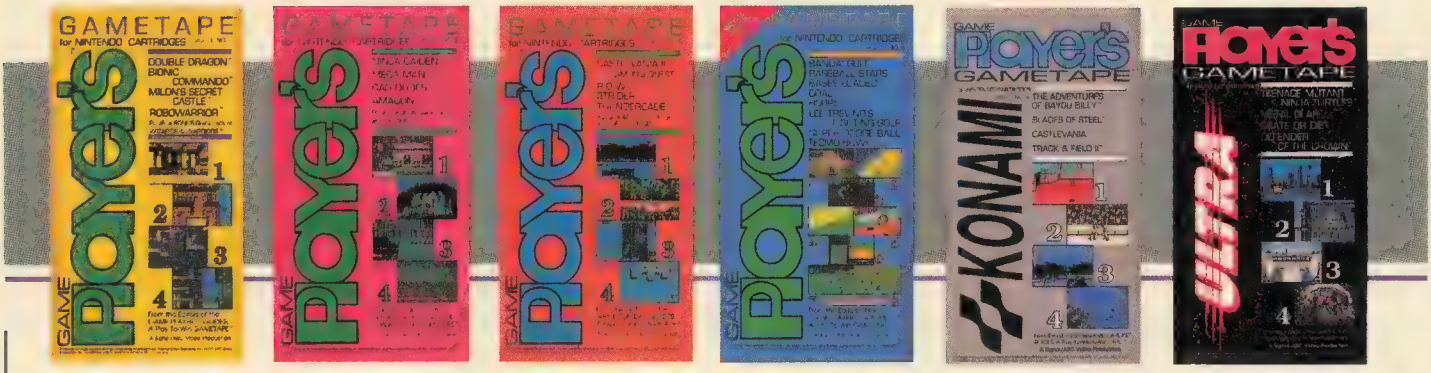
GAME Player's™ GAMETAPES™

FOR NINTENDO® CARTRIDGE GAMES

Game Player's GAMETAPES are a joint production of Signal Research, Inc. and Capital Cities/ABC Video Enterprises, Inc. Game Player's and GAMETAPES are tradenames of Signal Research, Inc. All games are trademarked by, and used with the permission of, their respective license holders. Signal Research is an independent publisher of magazines and videotapes of quality for the entertainment industry. Neither Signal Research, Inc. or CC/ABC Video Enterprises, Inc. is affiliated in any way with Nintendo of America, Inc. Nintendo is a registered trademark of Nintendo of America, Inc.

BE A WINNER WITH PLAY-TO-WIN GAMETAPES™

Here are the exciting contents of the first Six GAMETAPES:



Volume 1, Number 1
Double Dragon, Milon's Secret Castle, Bionic Commando & RoboWarrior (also includes a BONUS Quick-Look at *Wizards & Warriors*)

Volume 1, Number 2
Ninja Gaiden, Bad Dudes, Amagon, & Mega Man II (also includes a BONUS Quick-Look at *Airwolf*)

Volume 1, Number 3
Castlevania II: Simon's Quest, Thundercade, Strider, & P.O.W. (also includes a BONUS Quick-Look at *Wrestlemania*)

Volume 1, Number 4
Bases Loaded, Bandai Golf, Baseball Stars, Super Dodge Ball, Goal, Hoops, Tecmo Bowl, & Lee Trevino's Fighting Golf

Volume 1, Number 5
The Adventures of Bayou Billy, Blades of Steel, Castlevania, & Track & Field II

Volume 1, Number 6
Teenage Mutant Ninja Turtles, Metal Gear, Skate or Die, & Defender of the Crown

Accept No Substitutes...

The professionals at Game Player's have put together the hottest collection of video GAMETAPES available today! Each exciting tape provides valuable hints and tips for four or more games. There's even a special sports tape covering eight major sports games! Plus the official Konami® and Ultra® tapes!

Our Editors Put Together The Best...

Our tapes are carefully edited and produced to cover the most helpful highlights. We don't just tape a game and let it run on and on. Our experts share their proven tips and techniques with you every step of the way!

Created By Real Game Players For Game Players...

Every GAMETAPE includes detailed, easy-to-follow, step-by-step instructions from our expert game players. Actual game footage shows you how to get through difficult spots, and provides tips on how and where to find hidden power-ups, treasures, weapons, and other important items. Plus lots of advice on how to get higher scores.

You'll see important action (while the narrator tells you what's happening) as our master players move through screen after screen. You'll use these tapes again and again as you learn to move further and score higher on each game.

Game Player's GAMETAPES are available at leading toy and video stores nationwide. Watch for these and other new releases in the GAMETAPES series coming soon. All tapes include 35 to 40 minutes or more of playing action. For all VHS systems. Manufacturer's suggested retail: $12.95

Clip out this order form and mail today to:

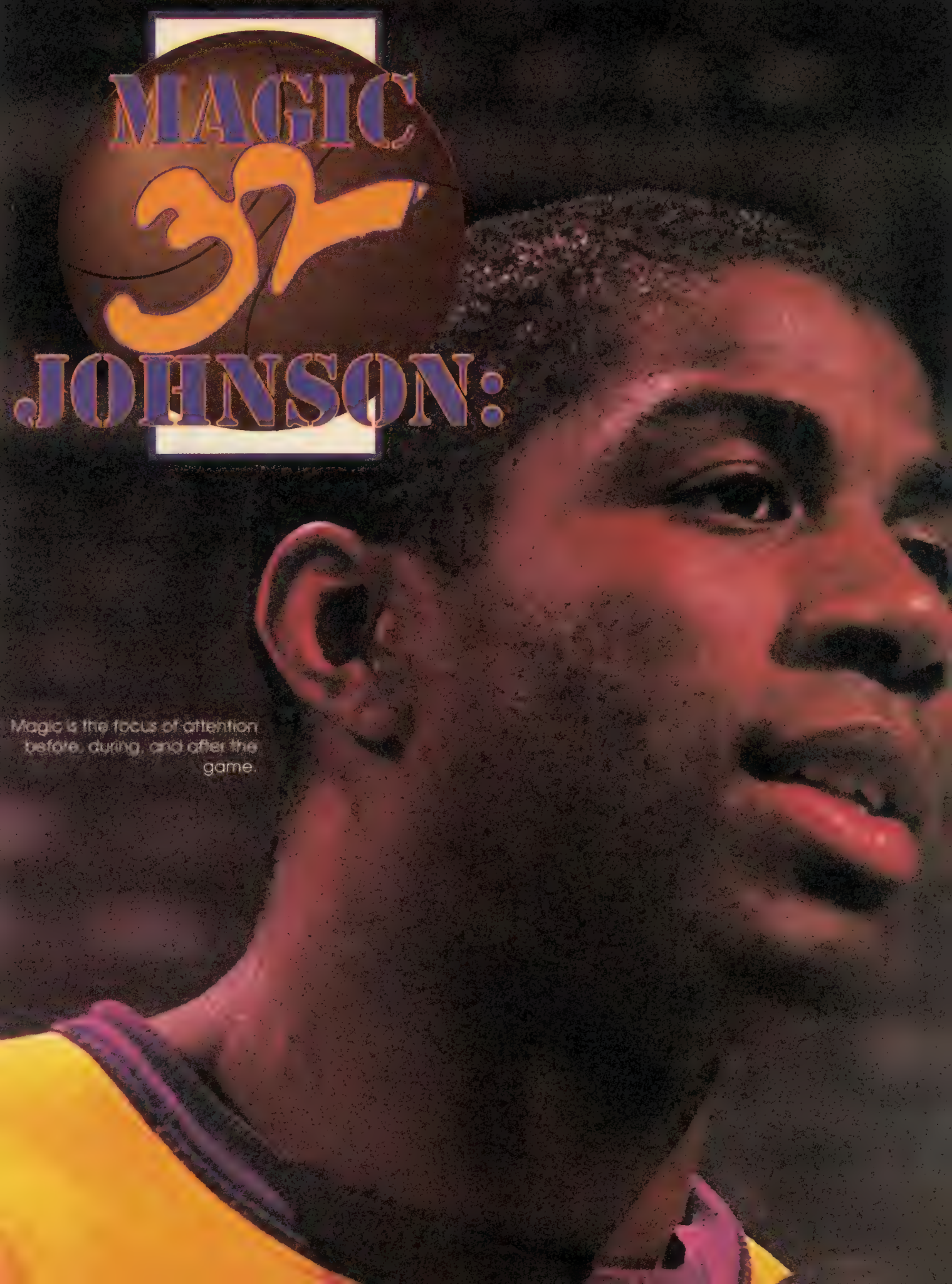
GAMETAPES, Game Player's Magazine, P.O. Box 29364, Greensboro, NC 27429
YES! Rush me the GAMETAPE(S) checked below!
Charge: ☐VISA ☐MasterCard ☐American Express ☐CheckEnclosed
Signature _____
Card # _____ Exp. Date _____
Name _____
Address _____
City _____ State _____ Zip _____
(Make check out to: Game Player's) $12.95 per tape

☐ GAMETAPE #1 _____
☐ GAMETAPE #2 _____
☐ GAMETAPE #3 _____
☐ GAMETAPE #4 _____
☐ GAMETAPE #5 _____
☐ GAMETAPE #6 _____

Add $2 for the first tape and .50 for each additional tape Shipping & Handling
(Please allow 4-6 weeks for delivery.)

_____TOTAL ENCLOSED

MAGIC JOHNSON:



Magic is the focus of attention before, during, and after the game.

ANDREW BERNSTEIN/NBA

GREATNESS ON THE COURT AND OFF

FRANK BRADY

Earvin "Magic" Johnson knows how to define "greatness" as well as anyone. He says he has lived with greatness all his life.

Even before he became a famous player on championship teams, Magic had met his biggest hero.

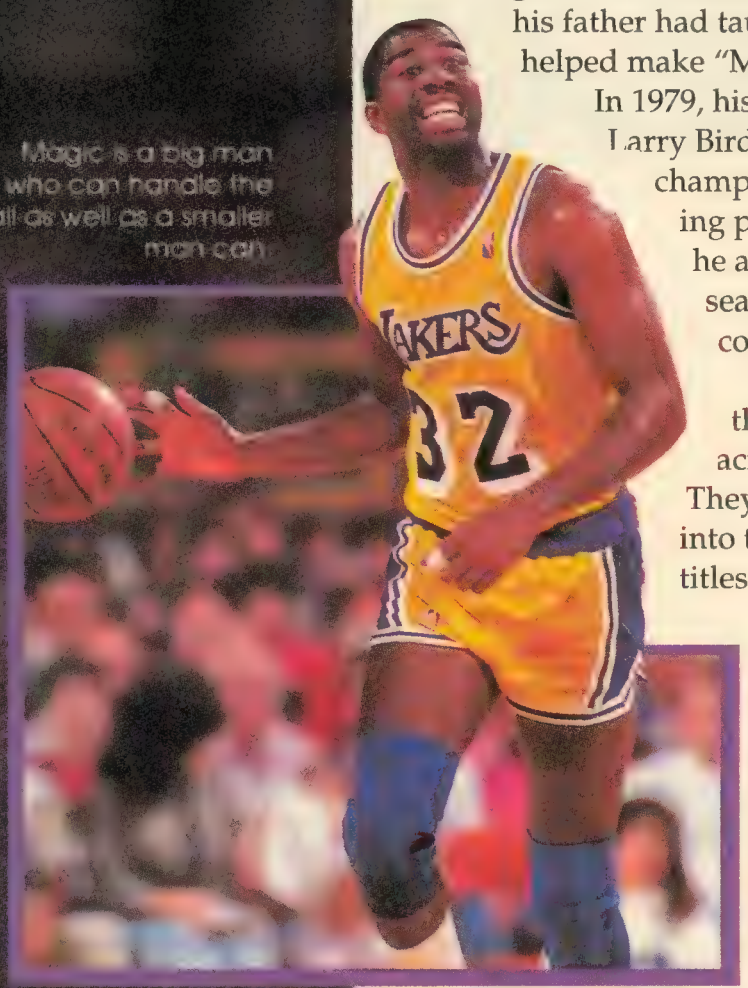
"My dad, he's the greatest," Johnson said.

Johnson, 30, is in his 11th season as a professional. He had been a top high school athlete in Lansing, Michigan, before playing for two seasons at Michigan State. There, the lessons his father had taught him about discipline and team play helped make "Magic" a famous name.

In 1979, his sophomore season, Johnson's team beat Larry Bird's Indiana State team for the collegiate championship. Magic was voted the outstanding player of the NCAA Tournament. Both he and Bird turned professional the next season, and they have been the NBA's most consistently successful players ever since.

Johnson plays on the West Coast for the Los Angeles Lakers. Bird is based across the country with the Boston Celtics. They are fierce competitors. Since they came into the league, Boston has won three NBA titles and the Lakers five. All the other teams together have won only two.

Still, Johnson and Bird became close friends off the court. Several summers ago, they were asked to team up for a sneaker commercial. Later, they became the first athletes to appear together in a rock video — "Working For The Weekend."



Magic is a big man who can handle the ball as well as a smaller man can.

ANDREW BERNSTEIN/NBA

"We got to know each other closely for the first time," Magic said. "We found we had a lot of things in common besides just playing ball."

Are they friends or rivals?

"We're both," Magic said. "We are the utmost rivals.... We came to become friends. You just keep the two things separated."

It's not always easy. And it would seem even more difficult for Magic to keep friendship and rivalry separate with Isiah Thomas and Mark Aguirre of the Detroit Pistons. Thomas is Magic's closest of friends — people laugh when the two brush cheeks in a pre-game "kiss" on national television — and Johnson was in Aguirre's wedding party.

But Magic has an on-court rivalry with these pals, too. The Lakers and the Pistons have met in the NBA finals the last two seasons. Magic and the Lakers won the first time. Magic's buddies and the Pistons won last season.

"It's tough," Johnson said with a smile, "but it's not tough because we all love to play and we all know we have a job to do."

It seems to Earvin Johnson, Jr. that he has always had a job to do. And for that he is grateful to Earvin Johnson, Sr. At an early age, Magic's father taught him discipline and a work ethic and the value of teamwork.

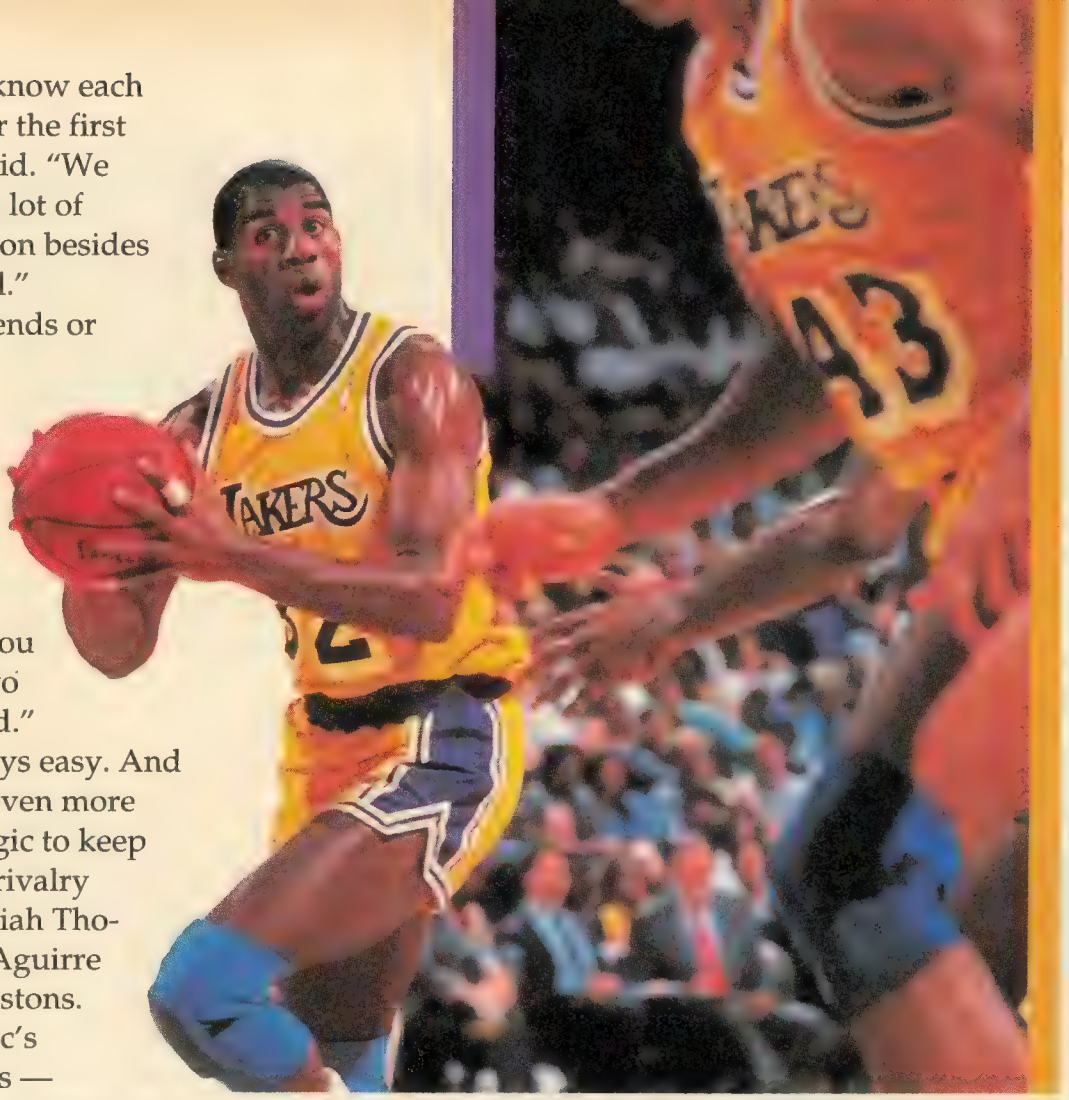
"I learned there's more to life than basketball from Day One," Magic said. He spoke to *Game Player's Sports For Kids* one evening at the Forum in Los Angeles, a night when he led the Lakers to victory with 24 assists, which set a team record.

For a minute, before putting on his famous purple and gold No. 32 uniform, he mimics his dad's voice in a lecture to Magic when he was a child:

"I'm going to teach you right now. Can you get up and walk? OK, take the trash out, mow the lawn. Oh, you want a quarter? Take that out and dump it while you're out there..."

Magic laughs at his impersonation, then smiles warmly.

"He taught me really early,



ANDREW BERNSTEIN/NBA

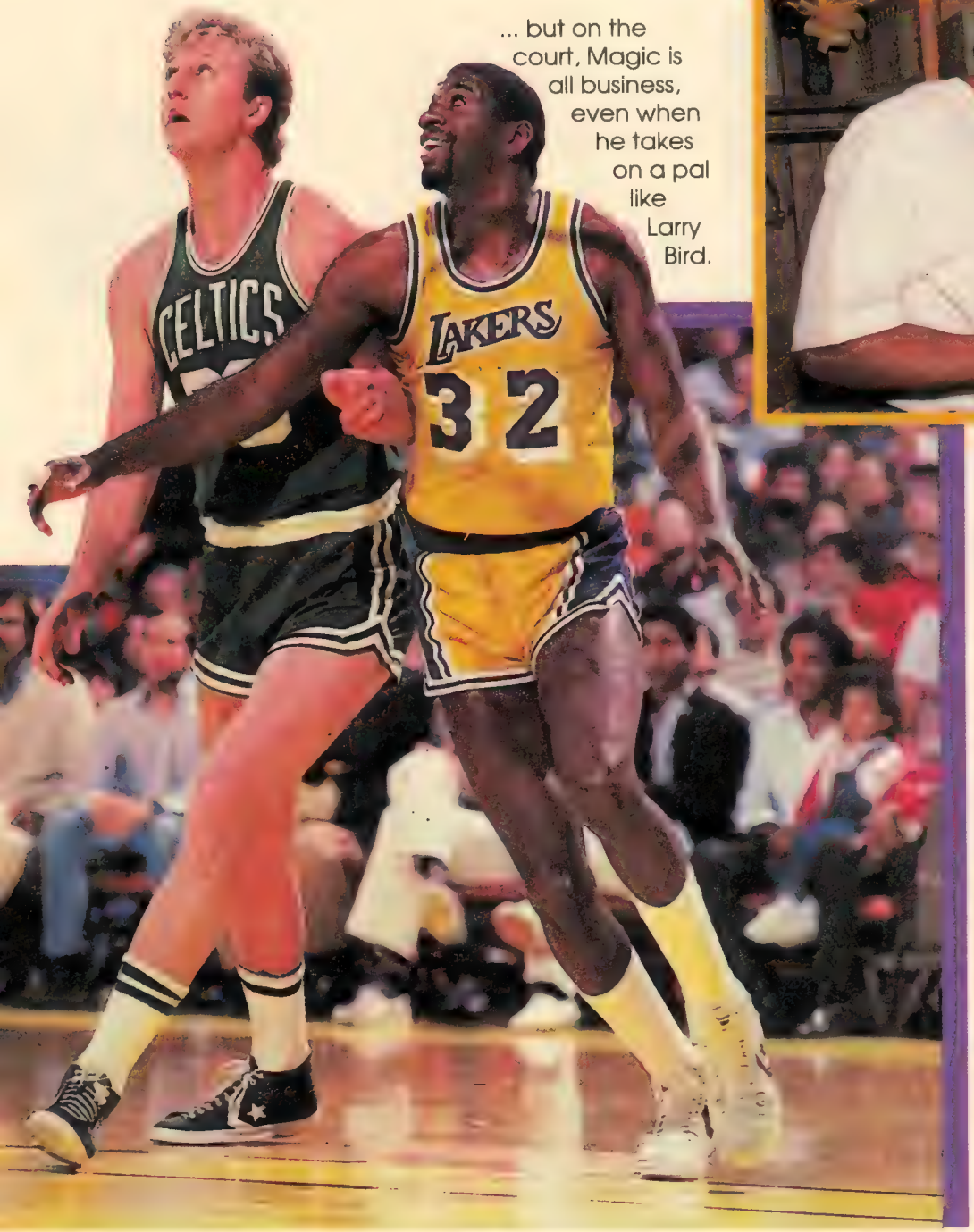
As the Lakers' point guard, Magic is in charge on the court.

ANDREW BERNSTEIN/NBA

It's easy to share a laugh with buddy Isiah Thomas off the court...

ANDREW BERNSTEIN/NBA

... but on the court, Magic is all business, even when he takes on a pal like Larry Bird.



but in a way that I loved ... It wasn't, 'Get up and do it!' It was more like, 'If you want something, you're going to have to work for it.' And he would explain to me that this is the way life is going to be."

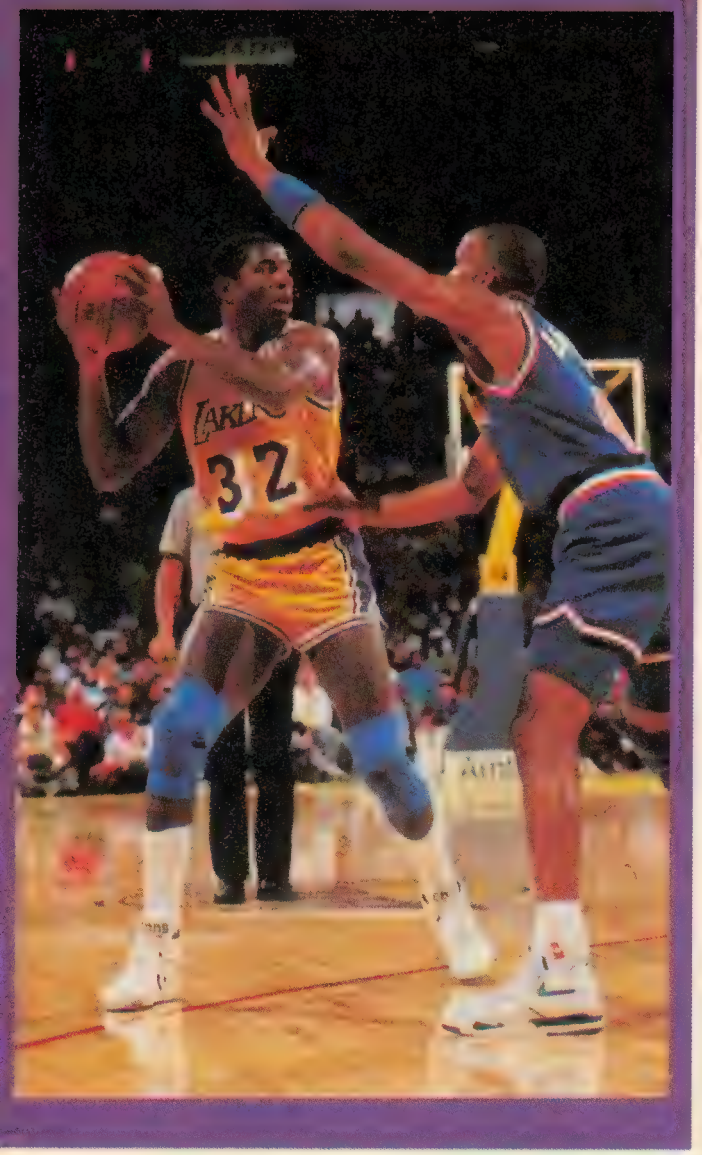
His dad worked two jobs, at General Motors and running his own trash-removal service. When Dad took a break from work, the two Earvins "hung out" together.

"He was big on drag racing, and he would take me to these races and events on weekends," Magic said. "I've known about Big Daddy Don Garlits and Don Prudhomme ... all these guys ... for a long time before I knew they were famous people.

"My dad would take me to football and basketball games, and our relationship was building."

At the same time, Magic was building fame as a basketball player and thinking about the future.

"My ambition was: I always wanted to be a basketball player first, football second, and then work for GM or



JOHN SOOHOO/NBA

Always a team player, Magic looks for an open teammate.

the Boys Club," Magic said.

"I thought if I didn't make it in basketball, I knew I would run the Boys Club in the whole area (around his hometown of Lansing) one day. I had put in seven years working with the Boys Club."

Magic joined the club as a fifth grader. Two years later, he said with a giggle, he was part of management. He eventually ran six local programs.

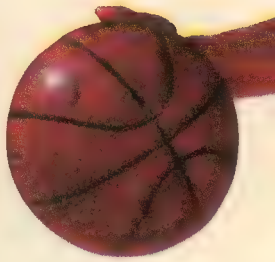
"I've learned everything, from coaching, taking kids camping, to being in a rodeo, running the gym, now raising money for the program," he said. "I've done it all. Anything in the Boys Club, I've done it."

But a career there is still on hold. Magic is happy being one of the NBA's best-ever individual players and one of the best-ever team players.

"First, it's exciting," Magic said. "It's fast.... Our team plays fast break, which is what the 'youngness' in the players want. This is the way we grew up playing.

"I hear the sounds of the playground and the voices of the coaches and fans. I play because I love to play this game."

Until this season, Magic almost always played as a guard, even though he is very tall for the position at six feet, nine inches. Now, with the Lakers' great center Kareem Abdul-Jabbar retired, Magic must change his style for the team's sake.



Point guard is his favorite position, he says. "There is no question. It is the position I've always played. [But] I like the challenge now of playing all five positions.... Being versatile makes me a better player."

And a better Magic Johnson makes the Lakers more versatile and a better team.

"It's the most important ingredient in making our team win," Magic said. "Teamwork is everything. Teamwork is it. Unselfishness for me is everything. I'm selfish about being unselfish. That's how we win."

Magic and Roy S. Johnson, a writer who is no relation, recently wrote a book for kids called *Magic's Touch*.

"It's about basketball and how to play the game, but it's about me growing up. What I'm trying to relate to them is

ANDREW BERNSTEIN/NBA

Racing down the floor on a fast break is one of Magic's favorite plays.

Magic is usually a guard, but he still has to go under the basket and battle with tough guys like Dan Majerle of Phoenix.

ANDREW BERNSTEIN/NBA

that I was like them. Grown-ups are just taller versions of themselves who have been around a longer time."

That sounds a little like Earvin Sr. talking to Earvin Jr. The tall basketball player grins to say yes.

"He's my hero, the person I look up to the most," Magic said. "My dad's my friend, my best friend."

Earvin Johnson Jr. takes a long pause. "He's right up there under God. He's my main man on Earth. What more can I say?"

GP

GAME Players™ THE MAGAZINE FOR *EVERY* VIDEO OR COMPUTER GAME PLAYER!

- Gaming news from around the world — the latest Japanese crazes, hi-tech joysticks, previews of next-generation 16-bit game machines.
- The best writers and columnists in the business
- Reviews of the latest hit games for Nintendo®, Sega, Atari, PC, Commodore 64, Amiga, and Macintosh — even arcade hits.
- In-depth features — games thoroughly examined with page after page of full-color maps, strategy hints and tips, and screen shots.
- *The Hot 100* — mini-reviews of 100 of the most popular games.
- The best free public domain games, and how to get them.
- And much, much more!

Each issue is filled with color and packed with solid information, hundreds of hints and tips, game descriptions, even maps and complete solutions to complicated games!

In the days before Christmas, people hunting for Nintendo cartridges to stuff into the stockings of their loved ones mainly found empty racks. Every new game seemed to be in short supply.

But since January there has been a consistent stream of new releases. Even *Super Mario Bros. 2* and *Double Dragon* are now available. And it seems the new releases have more personality than games of the past — which all too often seemed interchangeable, like clones of each other. Certainly *Amagon*, *Bubble Bobble*, and *Golgo 13* are not imitations of games that have come before.

NINTENDO NEWS

New Titles Perk Up Nintendo Library

Leslie Mizell

Bionic Commando

Neither is *Bionic Commando*, Capcom's new adventure. Okay, our hero is single-handedly battling hordes of heavily armed soldiers, trying to rescue Super Joe, and attempting to destroy the Imperial Army's arsenals at the same time. And yes, he's armed with a gun that gets more powerful throughout the game until it becomes a "hyper bazooka."

Still, the Bionic Commando does not run, jump, and karate chop his way through enemy lines. Instead, he has a special grappling mechanism called a bionic arm. When he reaches a chasm, or when he needs to reach a high ledge, he just shoots a wire (remember Spiderman?) which is immediately anchored. Then he can either jump across the chasm or raise himself to the ledge.

The game begins on a map of 19 areas. The helicopter which drops the Bionic Commando can travel to any of the zones. Watch out for enemy trucks, however, because when you run into one, you automatically descend and battle the enemy. Areas 1 through 12 are each different, with dangerous missions to complete. Areas 13-19 are "neutral zones." They contain masses of enemies to defeat, but always in the same patterns. You'll pick up vital supplies in the neutral zones that you'll need to complete other areas. A flare gun in zone 13, for example, lights the tunnel in area 4 so you won't have to battle soldiers in the dark.

When you encounter the enemy, you descend into one of two locales — a beach or a desert. Here, you fight the enemy on a short,

1 Study the *Bionic Commando* map to decide where to descend and when to transfer.

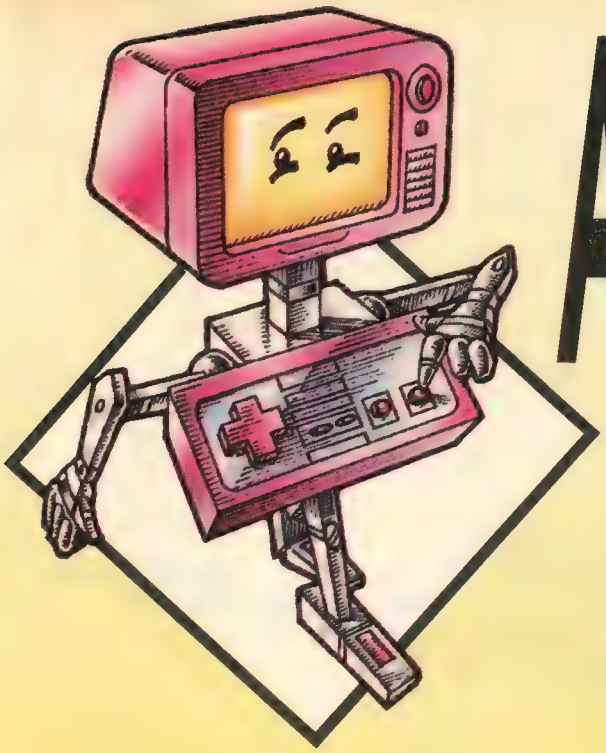
2 In area 1, you should quickly get behind this soldier and shoot him before he shoots you.

3 This power beam is deadly, so hoist yourself up and shoot out the generator

4 Fire directly into the core of the main system to destroy it, but watch for soldiers!

5 When you eliminate armored soldiers in the vertical scrolling scenes, you earn eagles worth extra firepower.

DON'T MISS A SINGLE ISSUE OF THE HOTTEST NEW MAGAZINE IN VIDEO AND COMPUTER GAMES!

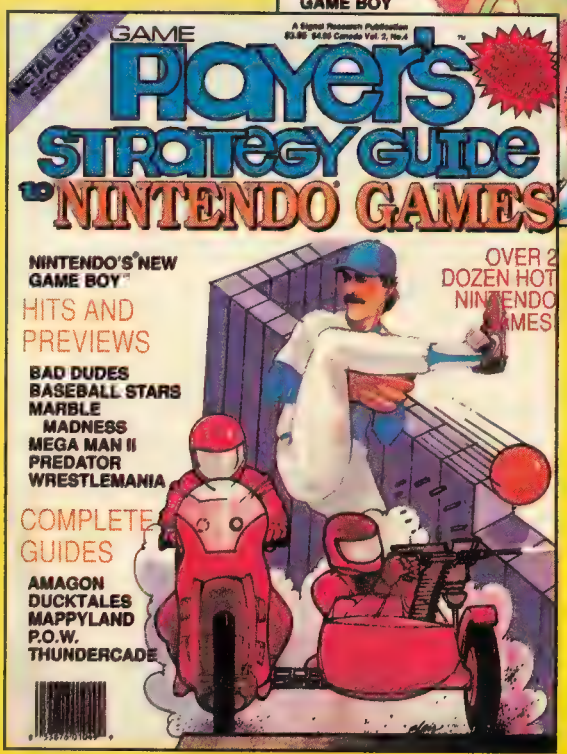


AND FOR NINTENDO® GAME PLAYER'S ONLY...GAME PLAYER'S GUIDES to Nintendo Games!

- All the new games reviewed by experts!
- Pages and pages bursting with full-color screen shots!
- All the newest, hottest games!
- Hundreds of insider tips, techniques, and special hints!
- Learn how to improve your scores!

With the **GAME PLAYER'S GUIDES** to Nintendo Games, you experience the games firsthand. You see the important screens in full color, learn about the characters, the different levels, how the game plays. Then, when you're ready to buy your next game—you'll know what's hot and what's not.

FOR THE GREATEST SAVINGS, CHOOSE A GAME PLAYER'S COMBO SUBSCRIPTION—Two Great Magazines at the Super-saver Rate of **56%** off!



Check the **COMBO** Subscription box in the card and you get BOTH **GAME PLAYER'S MAGAZINES** at a spectacular savings off the regular prices!

SEND IN THE MONEY-SAVING SUBSCRIPTION CARD TODAY!

A SIGNAL RESEARCH INC. PUBLICATION, NOT AFFILIATED WITH NINTENDO OF AMERICA INC.

Nintendo is a registered trademark of Nintendo of America Inc.

PRO TIPS

MEET CRAIG JANNEY

After less than two full seasons as a pro, Craig Janney is one of the brightest young stars in the National Hockey League.

"I played all sports when I was little," Craig said. He says it's a good idea to play more than one sport when you're growing up. "You should try everything and later decide what you are best at and which sport you enjoy the most."

Craig, 22, plays center for the Boston Bruins, and he's single. He grew up in Enfield, Connecticut, with one brother and one sister.

He played hockey in school at Deerfield Academy in Deerfield, Massachusetts, and at Boston College. He was a first-round draft pick by the Bruins and made the U.S. Olympic team in 1988. In his first season, Janney and the Bruins went all the way to the Stanley Cup finals.

STEVE BABINEAU

Craig shows off the Prince of Wales trophy, which his Boston Bruins team received in 1988 for winning their NHL conference championship.

Craig says that in any sport it's important to relax and have fun. "Even professionals have fun. If you're not having fun, find another sport."

When he isn't playing hockey, Craig likes to read. "I love adventure novels," he said. " I also play golf and watch television. I watch professional hockey when my friends are playing. However, I prefer to watch other sports."

One player he knows well is Brian Leetch of the New York Rangers. They played against each other in youth hockey but were teammates at Boston College and on the Olympic team. Now they are on opposing teams again.

When a friend is on the opposing team, being a tough competitor (but still a good sport) is more important than being a buddy.

"Off the ice, it is all right to be friends with players on other teams," Craig said. "However, on the ice, everyone is out there to win. ... You can't be friendly when you're out there."

GO HEAD-TO-HEAD, WIRELESS!

With The Nintendo® Double Player™ Wireless Head-To-Head System From Acclaim™.

Playing games on the Nintendo Entertainment System® will never be the same with Acclaim's new DOUBLE PLAYER™ System—the two player set of wireless controllers that really gives you and a friend the power to move when playing your favorite video games—especially games with head-to-head, 2-player action!

Officially approved by Nintendo,® the DOUBLE PLAYER™ System scores BIG with score-raising features like twin turbo rapid-fire, slow-motion, and pin-point accuracy from up to 30′ away. Get the winning edge.

THE HEAD-TO-HEAD WIRELESS winning edge!

Official Nintendo Seal of Quality

Licensed by Nintendo
Nintendo ENTERTAINMENT SYSTEM

Acclaim™ entertainment, inc.
Masters of the Game™

Double Player,™ Masters Of The Game™ and Acclaim™ are trademarks of Acclaim Entertainment, Inc. Hulk Hogan™ is a trademark of the Marvel Comics Group, licensed exclusively to TitanSports, Inc. All other wrestlers' names and character likenesses are trademarks of TitanSports, Inc. © 1988 TitanSports, Inc. Nintendo® and Nintendo Entertainment System® are trademarks of Nintendo of America, Inc. © 1989 Acclaim Entertainment, Inc

PRO TIPS

CRAIG JANNEY'S ADVICE FOR HOCKEY PLAYERS

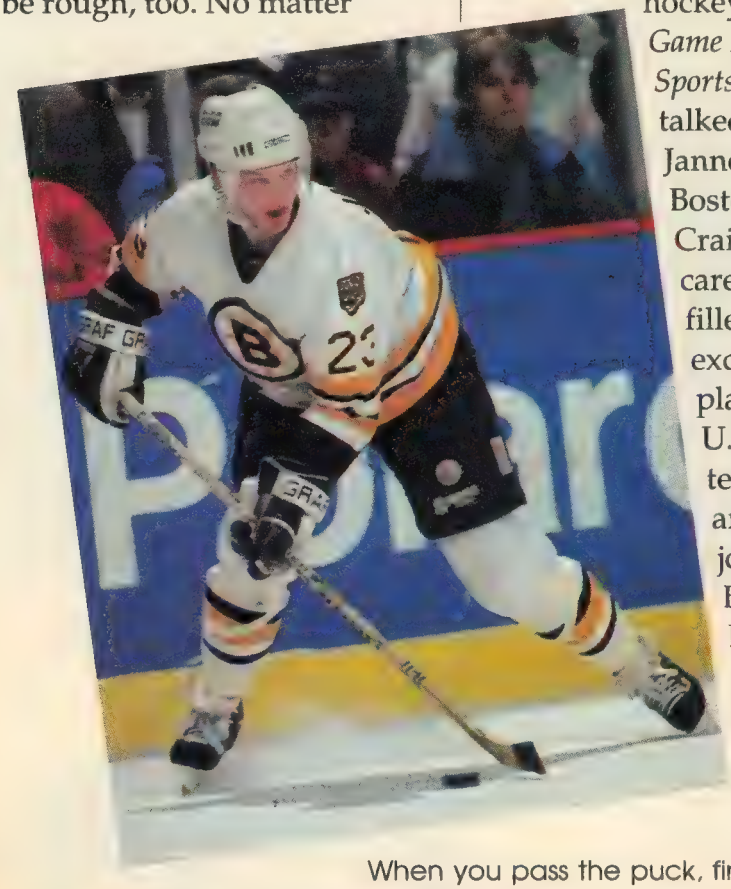
Jason R. Rich

Being able to skate under control is important in hockey, Boston's Craig Janney says.

Hockey is one tough sport. Controlling the puck with a hockey stick is tricky, especially when big guys are trying to knock you down.

The action is fast, and it can be rough, too. No matter how well you can skate, you better get used to falling down on the ice!

To get some advice for hockey players, *Game Player's Sports For Kids* talked to Craig Janney of the Boston Bruins. Craig's hockey career has been filled with excitement. He played on the U.S. Olympic team in 1988 and then joined the Boston Bruins of the National Hockey League. Here are tips from Craig on improving as a hockey player:



When you pass the puck, find your target and "snap the puck hard."

— As a center for Boston, Craig has to have strong stick-handling abilities. "To perfect this part of the game, I recommend that whenever someone goes out to skate, they bring along their stick and a puck and practice skating around, keeping control of the puck," he said.

"The more someone practices this, the more natural it will become."

— The toughest thing about the game for Craig is fighting away from a check (keeping control of the puck when a defensive player tries to take it away by bumping into you). Craig isn't one of the bigger players in the league, so it's a challenge.

"There are a lot of strong players, and I'm not as strong as most of them," Craig said.

Skating fast — while keeping the puck under control — is important when someone is chasing you.

"I have to be smarter and be able to read a situation faster and react accordingly."

— When players pile up in a scramble for the puck, Craig says don't just jump into a bunch of players. "The key is to be the last guy in the pile and to obtain control of the puck."

— A big part of Craig's job as a center is passing the puck to his teammates. Sending a hard rubber puck to the right place on the ice takes practice. "When passing the puck, make sure you find the target your teammate gives you and snap the puck hard," Craig said.

— No matter what position you play, two key skills are skating fast and keeping yourself under control. "Practicing turns and crossing over out of turns will all assist in perfecting a player's game," Craig said.

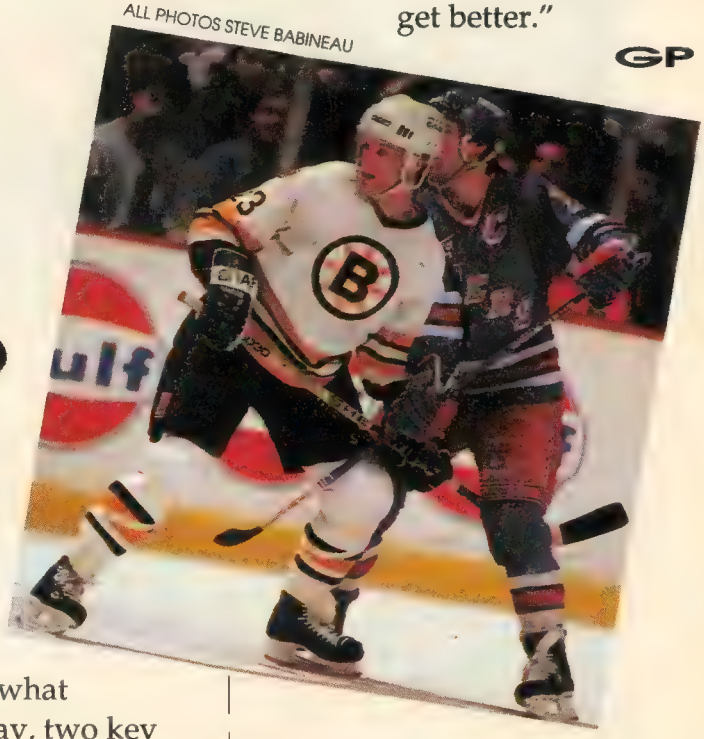
Some players are naturally good skaters, Craig said, but even they have to practice. Building on your natural ability is what separates the good players from those who don't make the team, he said.

You may not improve as quickly as you want. It's hard! But Craig says don't get discouraged.

"You're going to make mistakes in the beginning, and everyone falls down," Craig said. "It's good to fall down because that means you are pushing yourself. That's the only way a player is going to get better."

ALL PHOTOS STEVE BABINEAU

GP



You have to think fast and react quickly when the defense closes in.

HAL America Brings You 3 Hot New Games!

AIR FORTRESS™ *Our shoot-em-up with a difference! While battling your way through enemy defense forces, you must pick up the energy and weaponry items you'll need for the coming challenge. Then into the body of the Air Fortress itself, where you must find your way through the mazes to the reactor, then plot your escape before the energy supply is depleted. The perfect combination of high-energy arcade action and brain-teasing problem solving.*

ADVENTURES OF LOLO™ *There's no macho warrior armed with the latest destructive technology in this game—only our valiant little Lolo, taking on all challenges armed only with ingenuity and patience. A game for adults as well as children,* ***The Adventures of Lolo*** *contains fifty different mazes of increasing difficulty that must be defeated, not by force, but by wise use of the tools at hand. This is the game we play when the boss isn't around!*

ROLLERBALL® *The classic pinball game of the '50s, updated with the technology of the '80s—you've never seen a pinball game like* ***ROLLERBALL****. Two game options, the four-screen scrolling excitement of Skyscraper and the one-on-one competition of Matchplay, bring a brand new challenge for old hands and novices alike. At last, a video game that gives Dad a chance to win! And,* ***ROLLERBALL*** *won't tilt!*

Licensed by Nintendo for play on the Nintendo ENTERTAINMENT SYSTEM®

HAL™
HAL AMERICA INC.
The Funatic Specialists™

Official Nintendo Seal of Quality™

7873 S.W. Cirrus Drive, Building 25F • Beaverton, Oregon 97005 • Tel 503/644-4117 • Fax 503/641-5119

HAI is a trademark of HAL America Inc. Nintendo® and Nintendo Entertainment Systems® are trademarks of Nintendo of America Inc.

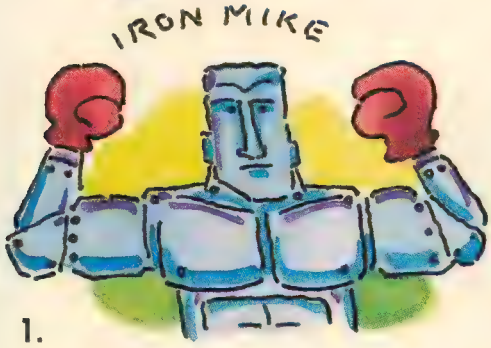
©1989 HAL AMERICA INC.

NAME GAMES

How do pro athletes get those colorful nicknames, anyway? Often it's from teammates. That's how Dominique Wilkins said he got his. "Everybody in the NBA has to have a nickname," he said. "My teammates called me 'Zoid' when I first came into the league because they said I play like a freakazoid."

Mitch Williams, a relief pitcher for the Chicago Cubs, got pegged with the nickname "Wild Thing" because of the crazy way he throws.

See if you can guess whom these famous nicknames belong to:

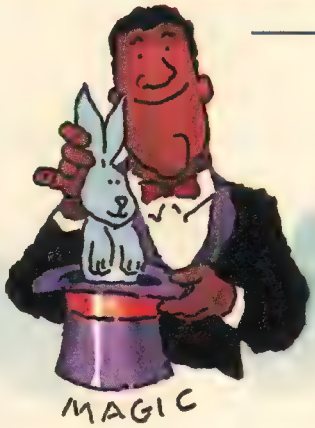


1. _____

2. _____

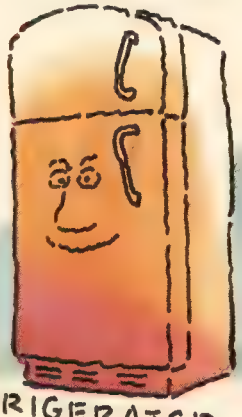
3. _____

4. _____

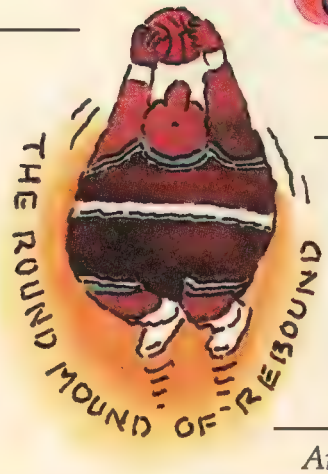


5. _____

6. _____



7. _____



8. _____

Answers on page 41.

LOOK IT UP!

Q: The Houston Rockets are playing the New York Knicks. Akeem Olajuwon and Patrick Ewing go up for the jump ball and send the ball out-of-bounds near the Rockets' basket. The ref doesn't know which jumper touched the ball last. What's the call?

A: *Ewing and Olajuwon should head back to center court for another jump ball.*

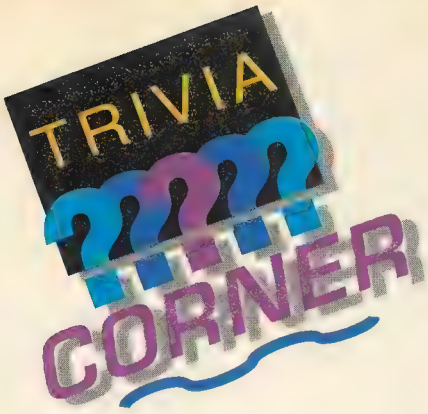
Q: With three seconds left, Michigan leads Georgetown 92-91. Georgetown brings the ball up the court. Alonzo Mourning shoots and scores for Georgetown. The clock shows no time left when Mourning shoots the ball, but the buzzer hasn't sounded yet. Is the shot good? Does Georgetown win?

A: *The bucket counts and the Hoyas win. The buzzer, not the numbers on the clock, is what counts.*

Q: Against the 49ers, the Dolphins' Dan Marino throws a screen pass. The ball starts forward but the strong wind in Candlestick Park blows it back, forcing the ball to hit the ground behind Marino. Is it an incomplete pass or a live ball, which a player could pick up and run with?

A: *It's an incomplete forward pass and a dead ball. It's a forward pass as long as the ball was headed towards the 49ers' end zone when it left Marino's hand.*

GP



ALLSPORT USA/R. DIBUE

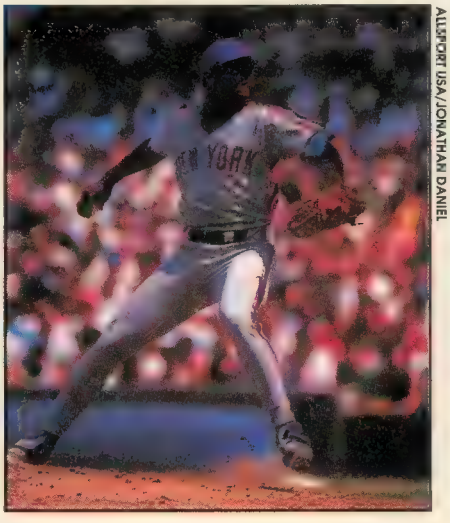
1. Heavyweight boxing champion of the world, Mike Tyson

ALLSPORT USA/BRIAN DRAKE

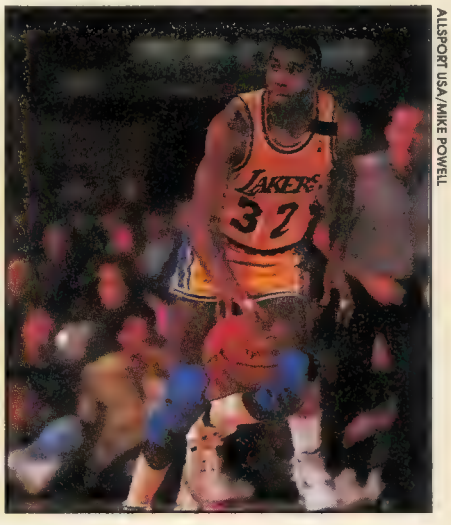
2. Powerful power forward for the Utah Jazz, Karl Malone

ALLSPORT USA/SCOTT HALLERAN

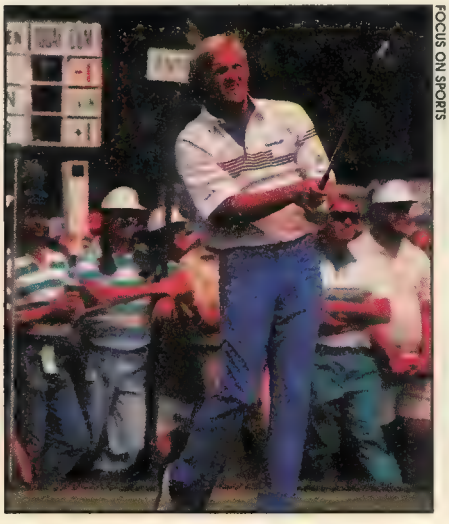
3. Fastball pitcher for the Boston Red Sox, Roger Clemens


ALLSPORT USA/JONATHAN DANIEL

4. Strikeout ace for the New York Mets, Dwight Gooden


ALLSPORT USA/MIKE POWELL

5. Court jester and master passer for the L. A. Lakers, Earvin Johnson


FOCUS ON SPORTS

6. Pro golfer known for his aggressive play, Greg Norman

ALLSPORT USA/J. DANIEL

7. Defensive oddity for the Chicago Bears, William Perry

ANDREW D. BERNSTEIN

8. Forward and main man for the Philadelphia 76ers, Charles Barkley

Running The Last Great Race

Lisa M. Bouchey

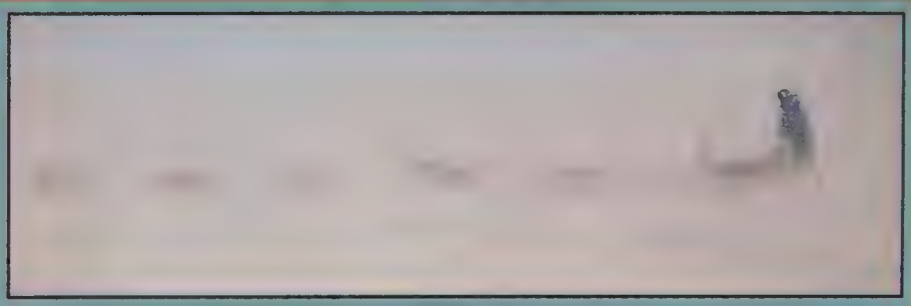
You can't compare it to any other competition in the world. A dog sled race across 1,049 miles of the roughest, most beautiful land Mother Nature has to offer. *The Iditarod* is a race possible only in Alaska.

Mushers and their dog teams are faced with jagged mountain ranges, frozen rivers, snow-covered forests, blinding winds, and temperatures far below zero as they run *The Last Great Race on Earth.*

The Iditarod Trail, now a national historic trail, got its start in 1910 as a mail and supply route from southern coastal towns to interior mining camps to west coast communities. Mail and supplies went in. Gold came out. Legends were born.

ALL PHOTOS BY JEFF SCHULTZ

Blackie was one of 800 sled dogs that mushed out of downtown Anchorage for the 1989 Iditarod. The race rules were written to protect the safety and well-being of the dogs.



Libby won the 1985 race after battling blizzards, extreme cold and exhaustion. It took her 18 days, 20 minutes, and 17 seconds to get from Anchorage to Nome. The race was delayed for almost four days because storms prevented supply planes from flying ahead of the mushers with food.

In 1925, the first Iditarod Trail run was a race for life as 19 mushers and dog teams transported vital medicine from Nenana (the last stop on the Alaska Railroad) to doctors in Nome.

Modern-day races are run for sport. They honor the courage and daring of those 19 teams that made the life-saving dash to the disease-threatened gold mining community.

The 18th annual Iditarod begins on Saturday, March 3. (The race always begins on the first Saturday in March.) Teams will leave the starting line on Fourth Avenue in downtown Anchorage two minutes apart, beginning at 9 a.m.

But it's more than just a dog sled race. It's a contest that pits man and animal against the vast Alaskan wilderness and the mighty forces of nature. Mushers log hundreds of hours and hundreds of miles training their teams for the marathon race — the longest sled dog race in the world.

In 1985, Libby Riddles became the first woman to win the Iditarod. Her lead dogs, Axle and Dugan, shared the spotlight with her at the finish line.

The first woman to win the Iditarod, Libby Riddles, knows what it takes to get both musher and dogs from Anchorage to Nome.

She said the biggest part of getting ready is training the dogs. "First of all," Libby said, "there's the matter of just plain physical conditioning. Then there's psychological conditioning — getting the dogs toughened up for such a long race."

The lead dog requires special training. "If you start with three Huskies from the dog pound, it's going to be pretty hard to train a lead dog," Libby said. "But most of the dogs I train have been bred to race in the Iditarod. What's harder is finding lead dogs that will go out in front, give it all they've got, and still listen to you — for more than 1,000 miles."

Spending 1,000 miles (about two weeks) on the trail takes a toll on the driver, too.

"It's just that you get so tired," Libby said. "On the trail, there's not much time to sleep if you want to be competitive. And you get *real* cold, no matter what kind of clothes you have on — but it doesn't last forever."

Libby knows about being cold. She won the 1985 Iditarod after risking her life in a dangerous winter storm that raged across the sea ice of Norton Sound and blasted her team with wind gusts of 70 miles per hour. The wind chill factor as Libby headed out on the ice was 56 degrees below zero.

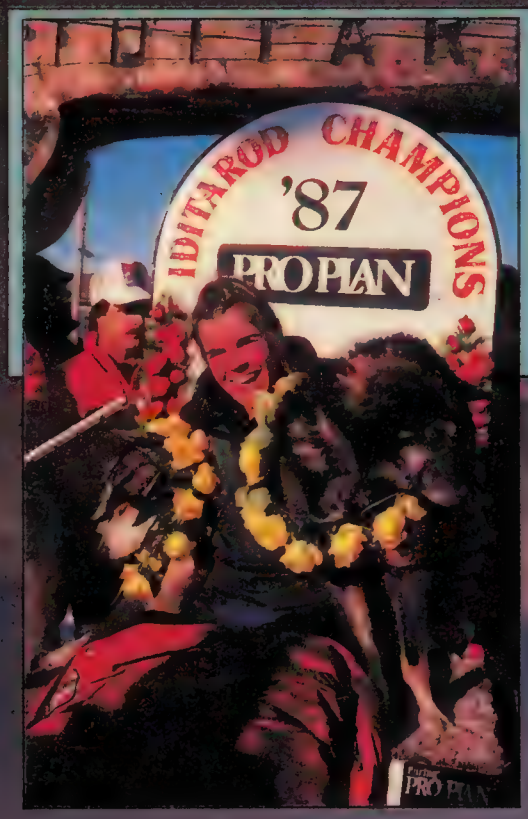
"The storm in 1985 was *really* cold," Libby said. "And the snow was actually kind of wet, so it was dangerous. If you had parts of your skin uncovered, the snow would land on it and get it wet and then it could freeze."

The Northern Lights, one of Alaska's most beautiful attractions, swirl over the checkpoint at Kaltag. There are more than 20 checkpoints along the trail where mushers must sign in so race officials know they're not lost on the trail.

Libby made it across the ice without frostbite, but Sister, the oldest dog on the team, had a slight case of frostbite on her back legs. Libby explained that Sister had had pups late in the season and her winter coat hadn't grown back completely.

At the Koyuk checkpoint, Libby covered Sister's frostbite to keep the wind from doing any more damage. But at Elim (only 123 miles from Nome), Libby had to decide if she should let Sister finish her final run on the Iditarod or if she should drop her from the team for the dog's own good.

Reluctantly, Libby left Sister with an Iditarod volunteer at the checkpoint. Sister had led her team safely across the unmarked ice in Norton Sound and Libby didn't want her to be uncomfortable as they raced toward Nome.



It is impossible to predict the exact time the first musher will cross the finish line. Susan Butcher won the 1987 race in record time — 11 days, two hours, five minutes, and 13 seconds.

Libby and her team crossed the Front Street finish line in Nome two and a half hours ahead of any competitors. As Libby became the first woman to win the Iditarod, her only regret was that Sister was not one of the dogs across the finish line.

After the race, Libby found out that Sister watched the finish on television while recovering from her frostbite. Even though the 1985 Iditarod was supposed to be her last race, Sister was called out of retirement and led a team to a second place finish in the 1986 Iditarod. She even won the 1986 Golden Harness Award for being the top lead dog.

With her victory in the 1985 Iditarod, Libby became a living legend in Alaska — the first woman to win *The Last Great Race on Earth.*

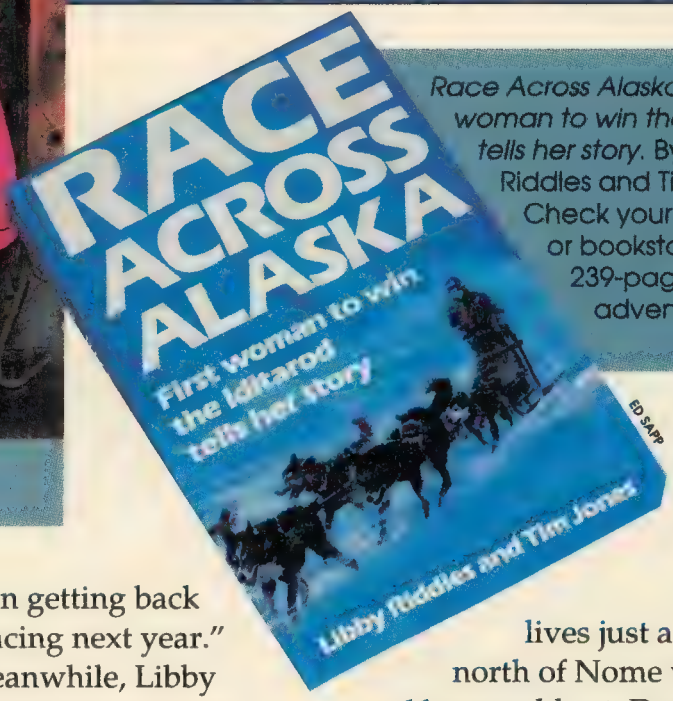
"I was proud of winning more for personal reasons than just because I was a woman," Libby explained. "I was the first person from the northwest coast of Alaska to win the race and I was on a shoestring budget the year I beat some of the big-time racers with big-time sponsors."

Libby said, "It was really a special part of my life to win that race. It feels really good to have done something that right, once in my life." GP

TALES OF LIFE ON THE LAST FRONTIER

JEFF SCHULTZ

Libby Riddles



Race Across Alaska — First woman to win the Iditarod tells her story. By Libby Riddles and Tim Jones. Check your local library or bookstore for this 239-page Iditarod adventure story.

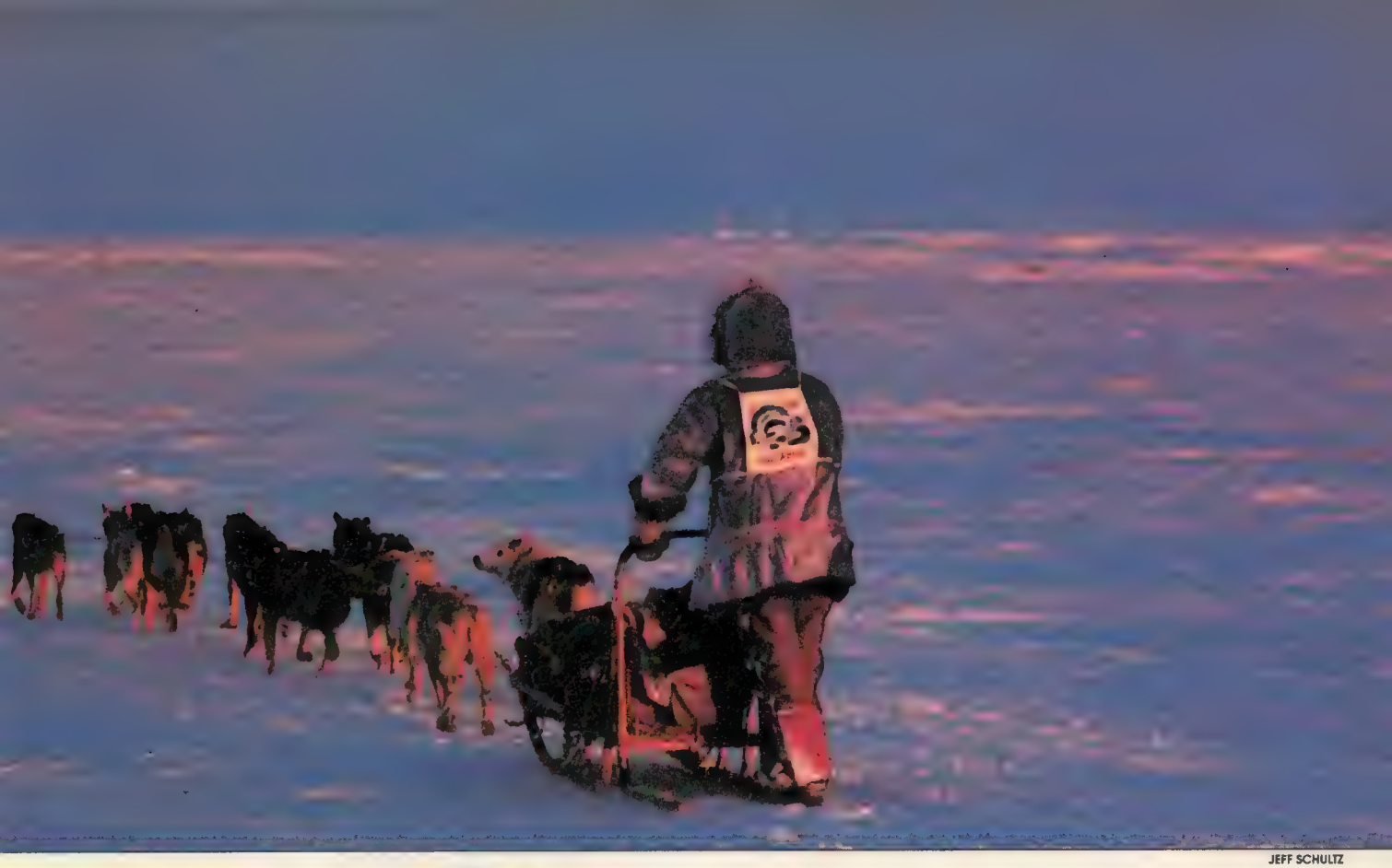
Libby and her team won't be racing in the 1990 Iditarod. "I had planned on it," Libby said, "but I'm not going to be able to."

She had an operation on her leg last fall and will need physical therapy. "I'm going to be getting back in shape this winter," she said. "I do plan on getting back into racing next year."

Meanwhile, Libby has plenty to keep her busy. Racing has turned into a full-time business for her. "I do a lot that's branched off from the racing, like working with ABC to cover the race," she said.

Libby lives just a few miles north of Nome with her 11-year-old cat, Danger, and 57 sled dogs. In her free time, she enjoys writing, reading, sewing, beadwork, and playing keyboard and guitar.

A few years ago, Libby wrote a book about being the



JEFF SCHULTZ

ED SAPP

Danger — The Dog Yard Cat comes with a cassette tape that features songs to help tell the tale of Danger and Mudshark. *Kiana's Iditarod* and *Danger — The Dog Yard Cat* are available from Paws IV Publishing, P.O. Box 2364, Homer, Alaska, 99603, (907) 235-7697.

first woman to win the Iditarod — *Race Across Alaska*. The book is the story of the 1985 race. It's a day-by-day account of heroic dogs and brave mushers running to win *The Last Great Race*.

Last year, Libby and her friend Shelley Gill wrote a book about the Iditarod just for kids. *Danger — The Dog Yard Cat* introduces Libby's housecat, Danger, and his buddy Mudshark. The cat saves the day — and the dogs — in the musical tale of the far north.

If you want to know more about the race from a dog's point of view, check out Alaska's best-selling children's story — *Kiana's Iditarod*. Shelley Gill was the fifth woman to complete the Iditarod. She tells this tale of the race through the eyes of lead dog Kiana.

GP

PHOTOS BY HISAYO N. CARROLL

Things Are Looking Up

Lisa Farthing

This kite is so strong that Nicholas "Boomer" Evans, nine, has to work hard to control it. "I like it because it's a challenge," he said.

It sounds like a chain saw, it does figure eights and loops, it dives to the ground and just before crashing it zooms to the sky again. And it's a kite?

That's right. Kite makers and kite lovers have brought a new dimension to this sport by attaching two strings to the kite instead of one. By pulling on one string at a time, the kiteflier has much more control over the kite and can make it do a variety of stunts.

Kiting has come a long way since its early days in ancient China. Back then the oldest son, upon reaching the age of seven, would have his bad luck sent away on a kite.

The shapes and sizes of today's kites are only limited by the maker's imagination. They are fast, colorful, controllable, and some are so strong that it takes several men to keep them from flying away.

These F-16 Fighting Falcons are made out of nylon and fiberglass. "It's the only 3-D kite in the world that I know of," said Holly Scholz. Her husband, Joel, designed the kite.

Getting Your Kite in the Air:

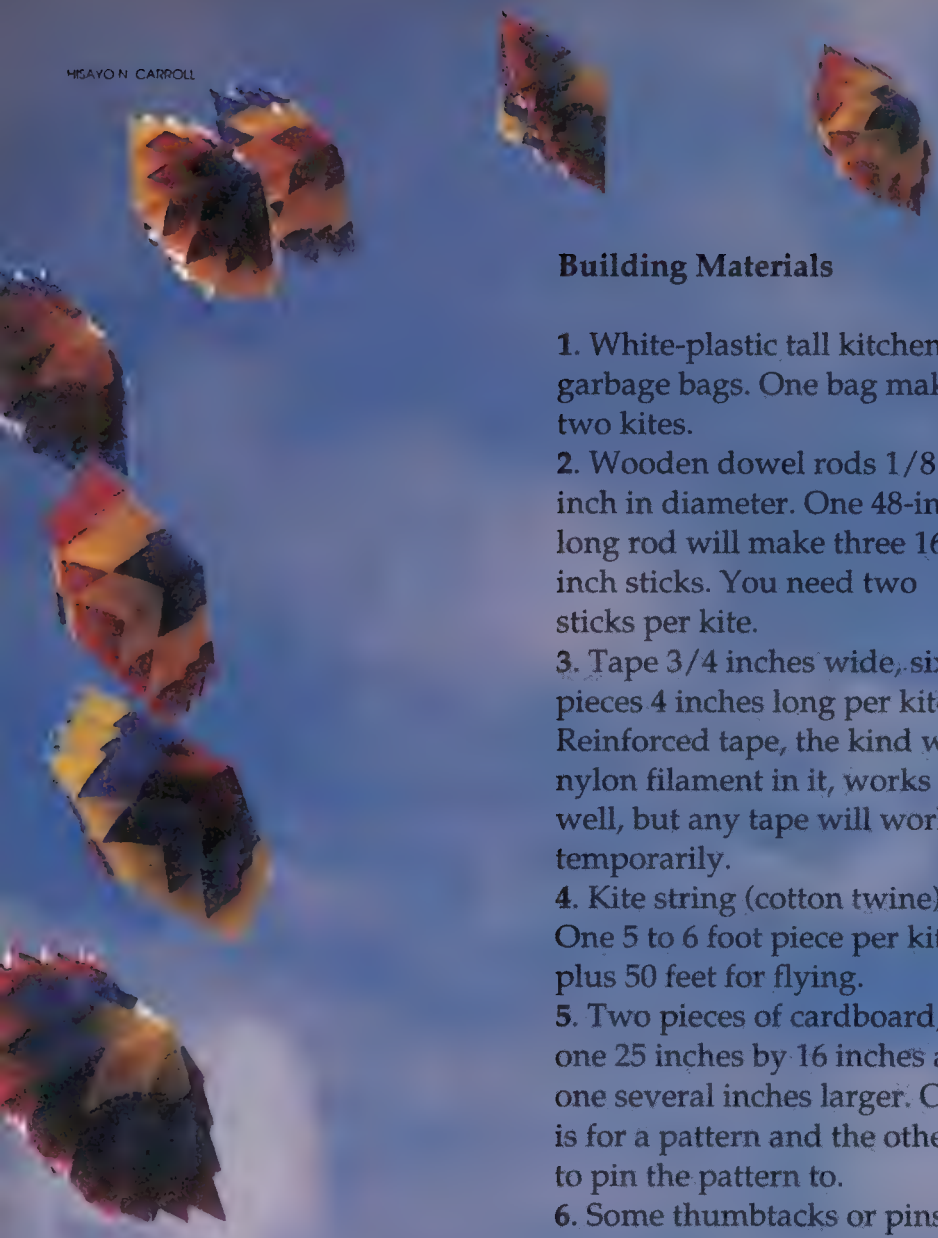
Tips from Kiteflier and Designer George Brett

George Brett builds and flies kites. His dad was a fighter pilot in the Air Force, but George could not fly a plane because he has poor eyesight. "I've been wearing glasses since I was about four, so flying kites is sort of the next best thing," he said.

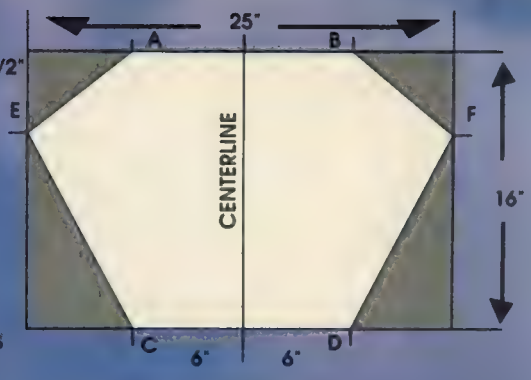
1. Instead of running, simply pull the string, or let it out, depending on the wind conditions. The most you should ever need is about 100 feet.
2. If the wind is right and you have someone to help you launch it, then there is no need to run. You might fall while looking up at the kite.
3. Do not fly your kite near electrical wires. If your kite gets caught in electrical wires, do not try to get it down. Call the utility company and they will get it for you.
4. String is cheap. If it gets all tangled up, ball it up, cut it off and start over. Make sure you put the jumbled ball in the trash. It can cause problems if you don't—your cat or dog could choke on it.
5. String can cut your fingers. Don't let string out too fast. Also, make sure you know where your friends are. The string, especially if coated, could injure them if you're not careful.
6. Common sense: avoid looking into the sun. It's no fun flying your kite if you can't see it.

Build George Brett's "Seldom Fail" Kite

George Brett modified the seldom-fail kite design from an article that appeared in *Kitelines* magazine. It takes about an hour to build, and once you have made the pattern, it takes even less time to build more. The materials are mostly common household items.



This kite train, made by Carl Cardoni is formed from industrial garbage bags welded together with heat.



Building Materials

1. White-plastic tall kitchen garbage bags. One bag makes two kites.
2. Wooden dowel rods 1/8 inch in diameter. One 48-inch-long rod will make three 16 inch sticks. You need two sticks per kite.
3. Tape 3/4 inches wide, six pieces 4 inches long per kite. Reinforced tape, the kind with nylon filament in it, works well, but any tape will work temporarily.
4. Kite string (cotton twine). One 5 to 6 foot piece per kite, plus 50 feet for flying.
5. Two pieces of cardboard, one 25 inches by 16 inches and one several inches larger. One is for a pattern and the other is to pin the pattern to.
6. Some thumbtacks or pins to hold the pattern in place.
7. Permanent magic markers to draw with.
8. A ruler, a pencil to mark measurements, and scissors or an X-acto knife.

Building the kite

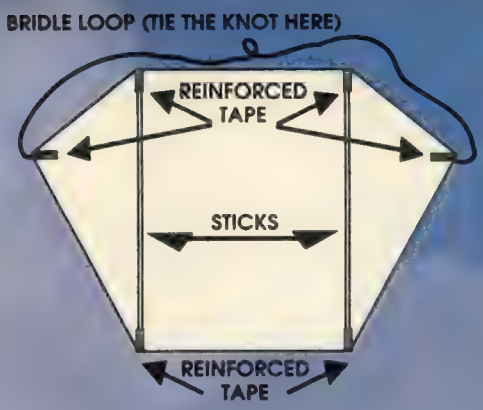
1. You will need a pattern to cut out the kites.

To make a pattern, take the smaller piece of cardboard and mark the middle points at 12 1/2 inches along the longer edges. Draw a straight line joining the two points, called the center line. From the centerline mark points 6 inches to the left and the right at both the top and bottom. These will be points A, B, C, and D (see the diagram). Down the short sides, measure 5 1/2 inches. These will be points E and F. Trim the sides from A to E to C, and from B to F to D. You now have the basic pattern for the kite.

2. Next, take the larger sheet

Cutting the pattern.

Cutting the kite.



of cardboard, and smooth the garbage bags out flat on it. Keep the edges of the bags even.

Then take the basic pattern and place it on top of the bags. (You can do several bags at a time, but don't do more than five or six bags at a time until you get used to cutting them out.) Using thumb tacks, pin the pattern through the bags to the cardboard below.

3. Using a very sharp razor knife (like an X-acto), cut carefully around the pattern. Note: if you have never used an X-acto knife before, let a parent or someone older help you. These knives are very sharp. You could use scissors instead, though cutting with a knife is easier.

4. Next separate the kite skins and draw on them. If you have a design you want on the kite, tracing works well. Large patterns or designs are best because they can be seen far away.

5. To assemble the kite: the sticks go from points A to C and from B to D. Tape the end of the stick to point A and wrap the tape around to the design side of the kite. Make sure you sandwich the stick and plastic between the tape. Do the same for points B, C, and D.

6. Next, take the short piece of string and tape one end of the string to point E and the other end to point F, wrapping the tape around the same way you did with the sticks.

7. Holding points E and F together, find the middle of the string. Make a knot, leaving a 2 to 3-inch loop in the end.

Tie a 20-foot to 50-foot piece of string to the loop.

Fly the kite!

The finished kite.

This stunt kite can go 80-100 miles per hour.

PHOTO: GO FLY A KITE

Taping the sticks.

Taping the strings.

PHOTOS BY HISAYO N. CARROLL

Two kite shapes, the "box" and the "delta," are combined to make this colorful kite.

It took six men to launch this cody.

This huge kite is called a "cody." It is also called a "manlifter" because this design was used in the Civil War to lift a spy up so he could spot troop movements.

Even deltas can be hooked together to form a train.

Kites can be strung together to make "kite trains." This train has 20 parrots and takes two people to launch: one to guide and one to hold the line.

In kite competitions, stunt fliers are judged on their control. Eight-year-old Joshua Robinson does stunts for judge Jeanne Merry.

Seven-year-old Jesse Lawrence knows you don't have to be a pro to fly kites.

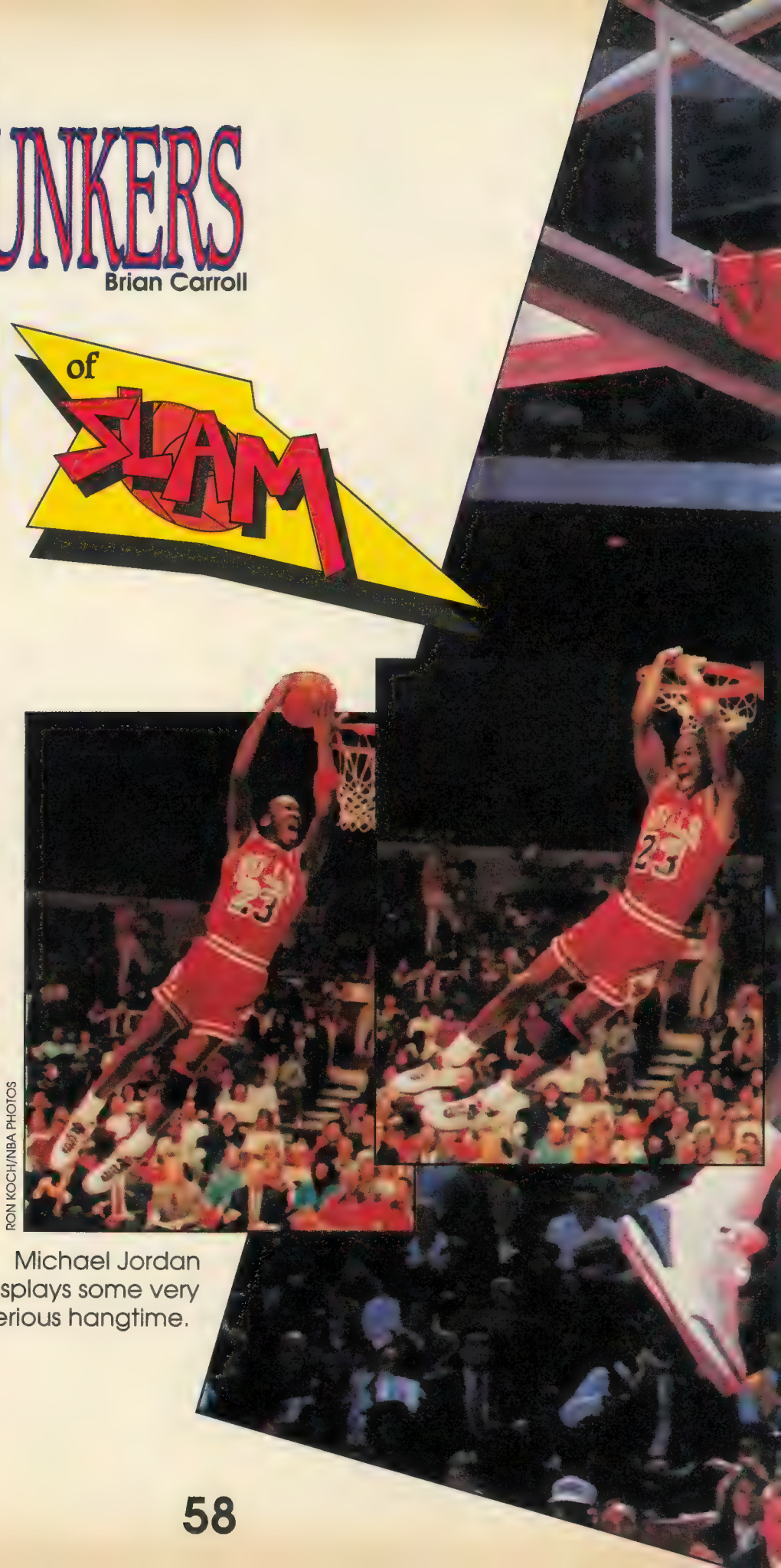
GP

Here is the big Flexifoil kite. It is the fastest kite that is sold and has been clocked at 122 miles per hour!

THE NBA'S BEST DUNKERS

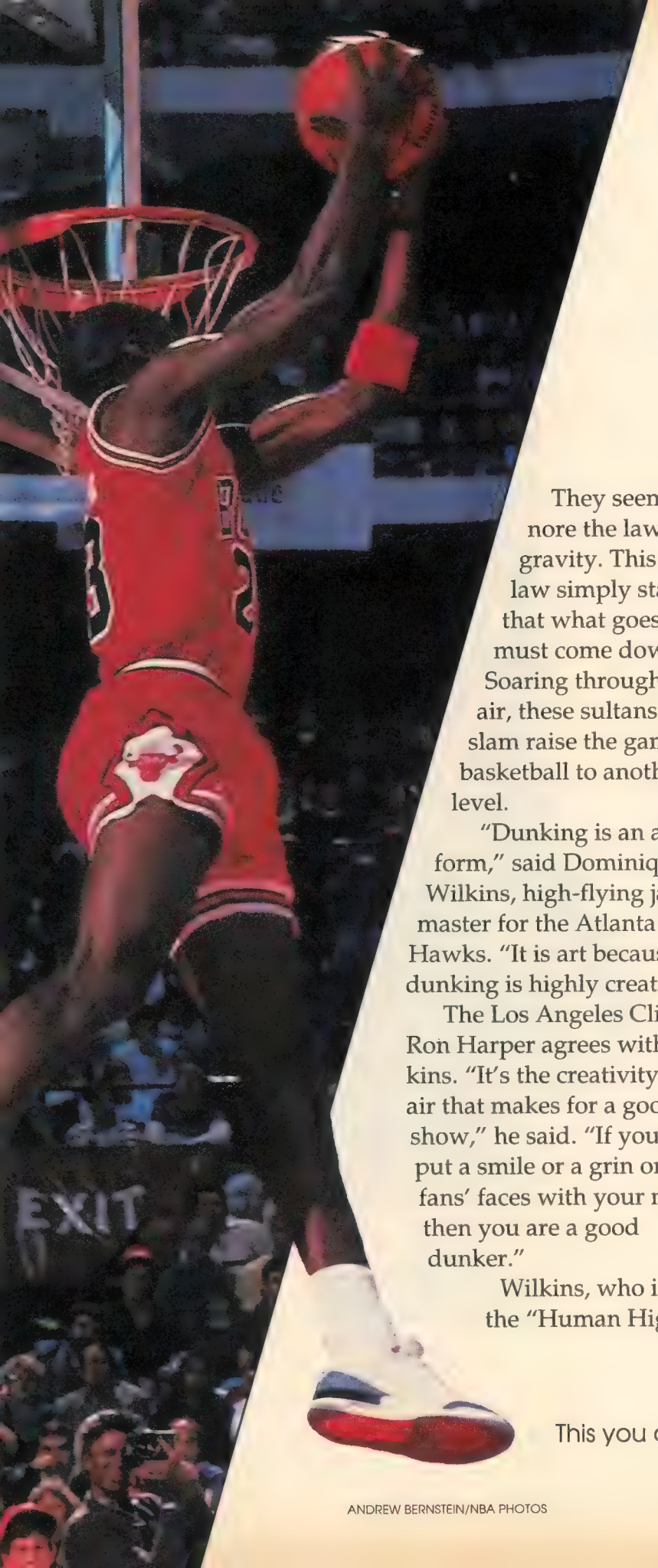
Brian Carroll

SULTANS of SLAM



RON KOCH/NBA PHOTOS

Michael Jordan displays some very serious hangtime.



They seem to ignore the law of gravity. This basic law simply states that what goes up, must come down. Soaring through the air, these sultans of slam raise the game of basketball to another level.

"Dunking is an art form," said Dominique Wilkins, high-flying jam master for the Atlanta Hawks. "It is art because dunking is highly creative."

The Los Angeles Clippers' Ron Harper agrees with Wilkins. "It's the creativity in the air that makes for a good show," he said. "If you can put a smile or a grin on the fans' faces with your moves, then you are a good dunker."

Wilkins, who is called the "Human Highlight Film" for his amazing moves to the basket, explained that "a good dunker must have three things: jumping ability, good timing, and creativity."

Which National Basketball Association players are best at sky walking? Wilkins and Harper agree: Michael Jordan, Charles Barkley, Karl Malone, Clyde Drexler, and, of course, themselves.

Michael Jordan. Simply stating his name brings to mind the no-look layups, the rock-a-bye slams, and the wagging tongue.

"Jordan is great because he can go over you or around you — however he wants to get to the basket," Harper said.

Karl Malone uses a different method. He simply goes through you to get his points, Harper said.

As for Jacques Dominique Wilkins? Harper said he admires "the way 'Nique can seemingly soar for as long as he wants to."

Wilkins returned the compliment when he said that Harper is a premier dunker because "he's such a good floater."

Time now to see Wilkins, Harper, and a few of their friends practicing what they preach. So fasten your seat belts — Air NBA is ready for takeoff.

This you cannot do.

ANDREW BERNSTEIN/NBA PHOTOS

SULTANS of SLAM

Clyde "the Glide" Drexler shows that even the super slammers miss one every now and then.

RON KOCH/NBA PHOTOS

ANDREW BERNSTEIN/NBA PHOTOS

Dominique was born in France while his dad served in the U.S. Air Force. Today, 'Nique is an air force all by himself.

ALLSPORT USA/JONATHAN DANIEL

Dominique Wilkins won the Slam Dunk title in 1985 and was runner-up in 1986 and 1988.

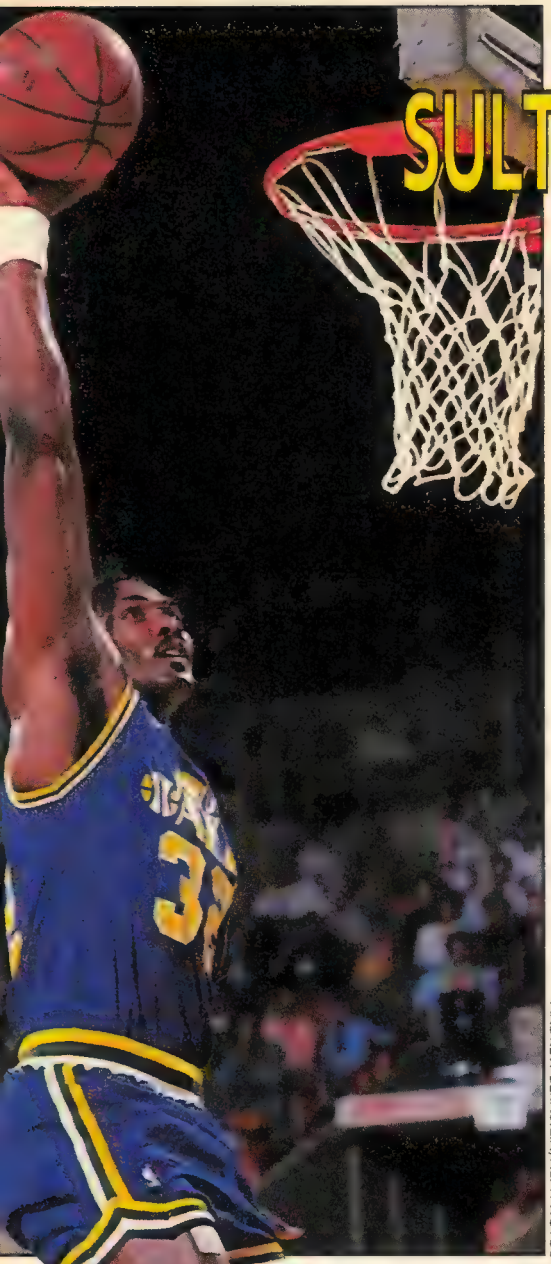
RON KOCH/NBA PHOTOS

Five-foot, seven-inch Spud Webb won the Slam Dunk title in 1986 as a rookie. Dunks like this one were the reason why. Not too bad for the little guy.

Six-foot, five-inch Charles Barkley, the league's most destructive player, does a little damage to the rim.

ALLSPORT USA/STEPHEN DUNN

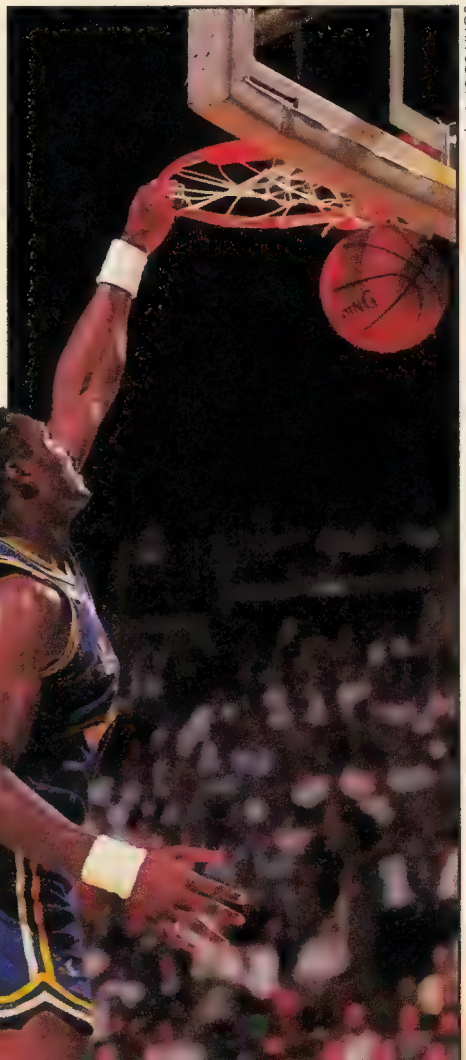
SULTANS of SLAM



ANDREW BERNSTEIN/NBA PHOTOS

Neither rain, nor sleet, nor snow can prevent Karl "the Mailman" Malone from making his deliveries.

Power dunks are one reason the Mailman was the Most Valuable Player in last year's all-star game.



JOHN SOOHOO/NBA PHOTOS

ANDREW BERNSTEIN/NBA PHOTOS

Ron Harper first dunked in the eighth grade. He's been above the rim ever since.

GAME Player's SPORTS FOR KIDS™

INFORMATION TREASURE HUNT

Dear *Game Player's Sports For Kids* Reader:

We want to know what YOU want to read and what sports YOU like to play and watch!

Help us find out more about what YOU like—and get in the running for one of these GREAT prizes!!

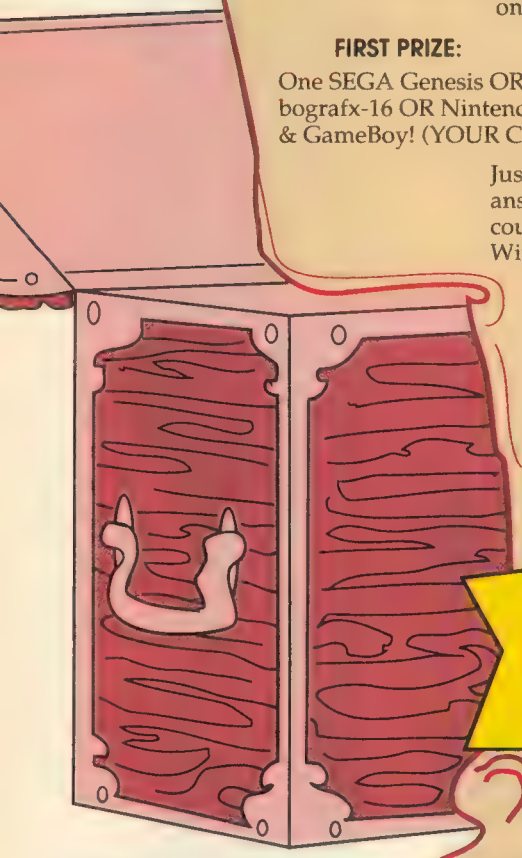
FIRST PRIZE:
One SEGA Genesis OR NEC Turbografx-16 OR Nintendo NES system & GameBoy! (YOUR CHOICE!)

5 SECOND PRIZES:
The videogame of your choice (any system)

50 THIRD PRIZES:
Game Player's T-Shirts

Just answer the questions below on the facing answer sheet, fold the answer sheet as shown, and mail back to us before February 1, and YOU could win!! We must receive your entries before February 15, 1990. Winners will be notified by March 1.

Have fun, and keep winning!!



WIN PRIZES!

1. How old are you?
2. Your sex?
3. Of the sports listed, which ones do you play or watch?
4. Do you play videogames?
5. Do you play coin-operated videogames in arcades?
6. Do you own or use a computer for playing games?
7. Do you get a weekly allowance?
8. If you collect sports cards, what kinds do you collect?
   a. Baseball
   b. Basketball
   c. Football
   d. Other
9. Which videogame systems do you own, if any?
   Nintendo Entertainment System (Ni)
   Sega Master System (SM)
   Sega Genesis (SG)
   NEC Turbografx-16 (NEC)
   Atari 7800 (At7)
   Game Boy (GB)
   Atari Lynx (AtL)
10. What type of computer do you use?
    IBM or PC-compatible (IBM)
    Apple II/IIGS (ApII)
    Apple Macintosh (ApM)
    Amiga (AMI)
    Commodore 64/128 (C64)
    Atari ST (AtST)
    Other (fill in the blank)
11. Do you ask Mom or Dad to buy a specific brand of:
    a. Snacks (chips, nuts, pretzels)
    b. Cereal
    c. Juice
    d. Soda
    e. Cookies/cakes/desserts
    f. Frozen foods
    g. Microwave foods
    h. candy/chocolate
12. What magazine do you read regularly?
    Boy's Life (BL)
    Game Player's Guide to Nintendo Games (GP)
    Nintendo Power (NP)
    Sports Illustrated for Kids (SI)
    Other (Please write the name of one or two you read)
13. Do you watch:
    ESPN (ESP)
    MTV (MTV)
    Nickelodeon (NIC)
    Saturday morning cartoons (SAT)
    Weekday afternoon cartoons (AFT)
    Weekday evening comedy shows (EVE)
14. If you get an allowance, is it
    a. Less than $2.00 a week
    b. $2.00 to $5.00 a week
    c. $5.00 to $10.00 a week
    d. Over $10.00 a week
15. What are your three favorite sports?
16. Which are your favorite teams?
    A. College
    B. Professional
17. Who are your favorite sports stars?
18. How many videogame cartridges do you own?
19. Do you or your Mom/Dad pick the brands of clothes you wear? (Please write in M/D, Me, or Both)
20. Do you or your Mom/Dad pick the brands of sneakers/athletic shoes you wear? (Please write in M/D, Me, or Both)
21. How many brothers and sisters between the ages of 7-18 live in your house?
22. How many of them regularly play videogames?
23. How many regularly use computers?
24. How many regularly play sports?
25. How many regularly watch sports?

GAME Player's SPORTS FOR KIDS

INFORMATION TREASURE HUNT ANSWER SHEET

This ANSWER SHEET should be carefully filled out. Only one answer sheet can be submitted by each reader. Please make sure you answer each question and that each answer section is completed for the correct question. Then mail your answer sheet to us right away. You must mail this to us before February 1, 1990.

Void where prohibited. First and second prize choices subject to availability. The winners of the prizes will be selected by a random drawing from among all the answer sheets returned to us by February 15th. Your chances of winning depend upon how many answer sheets are returned. For example, if 250,000 answer sheets are returned, your chances of winning First Prize are 1 in 250,000 and your chances of winning Third Prize are 1 in 5,000.

INFORMATION TREASURE HUNT

For this first group of questions please check the appropriate boxes:

1. ☐ Under 7 ☐ 7-to-10 ☐ 11-to-14 ☐ Over 15 **2.** Sex: ☐ Male ☐ Female

3.	PLAY	WATCH		PLAY	WATCH
Football			Baseball		
Basketball			Hockey		
Soccer			Wrestling		
Gymnastics			Tennis		
Golf			Softball		
Swimming			Boxing		
Running			Volleyball		
Martial Arts			Track & Field		
Ice Skating			Bicycling		
Hiking			Snowmobiling		
Surfing			Skateboarding		
Badminton			Skiing		
Waterskiing			Roller Skating		
Horseback Riding			Other		

For these next questions, please check Y for Yes answers and N for No:

4. ☐ Y ☐ N **5.** ☐ Y ☐ N **6.** ☐ Y ☐ N **7.** ☐ Y ☐ N **8.** a b c d

Please circle all of the answers below that apply to you:

9. Ni SM SG NEC At7 GB AtL **10.** IBM ApII ApM AMI C64 AtST_____ **11.** a b c d e f g h

12. BL GP NP SI Other _____ **13.** ESP MTV NIC SAT AFT EVE **14.** a b c d

Please fill in the blanks for these last questions:

15. a. _____ b. _____ c. _____

16. a. College _____
b. Professional _____

17. _____ **18.** _____ **19.** _____ **20.** _____

21. _____ **22.** _____ **23.** _____ **24.** _____ **25.** _____

Thank you for your help in this survey!

PLACE TAPE HERE TO SEAL CARD

FOLD ALONG LINE

NO POSTAGE
NECESSARY
IF MAILED
IN THE
UNITED STATES

BUSINESS REPLY MAIL

FIRST CLASS PERMIT NO. 437 GREENSBORO, NC

POSTAGE WILL BE PAID BY ADDRESSEE

SIGNAL RESEARCH, INC.
P.O. BOX 29364
GREENSBORO, N.C. 27499-1011

FOLD ALONG LINE

RIDDLE RIPOFF

By HELENE HOVANEC

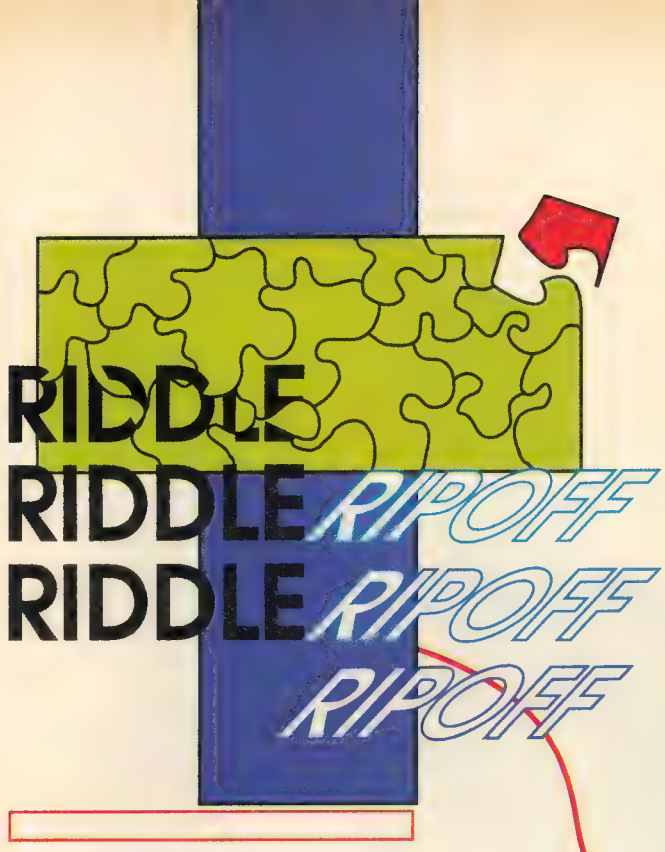
Part of a riddle and its answer are written in the grid below. To finish the puzzle, answer each clue and put the answers in the box numbers given in the clues.

Answers on page 66.

CLUES

1, 2, 3= Placed in a secret spot
4, 5, 6= The number after nine
7, 8, 9, 10= Jewelry for the finger
11, 12, 13= House—(dog or cat)
14, 15, 16, 17= Not short
18, 19, 20= Fuel for a car
21, 22, 23, 24= Opposite of hot
25, 26, 27=Money for a waiter
28, 29, 30, 31= In this spot

	W	1	Y		D	2	3		4	H
5		F	A	6		B	7	8	9	10
	A		R	O	11	12		13	O	
14	H	E		B	15	16	17		18	19
M	E	?		20	O		H	E		21
22	U	23	24		25	26	E		U	27
	T	28	29		S	C	O	30	31	



Answers for puzzle on page 65.

	W	1 H	Y		D	2 I	3 D		4 T	H
5 E		F	A	6 N		B	7 R	8 I	9 N	10 G
	A		R	O	11 P	12 E		13 T	O	
14 T	H	E		B	15 A	16 L	17 L		18 G	19 A
M	E	?		20 S	O		H	E		21 C
22 O	U	23 L	24 D		25 T	26 I	E		U	27 P
	T	28 H	29 E		S	C	O	30 R	31 E	

TRAINING TABLE

EATING FOR ENERGY

Jets need special fuel to make them soar. Eating the right foods is like giving your body high performance fuel. Here are some excellent edibles to get you off the ground.

A few hours before you exercise, eat a snack that is high in complex carbohydrates (breads, fruits, and cereals), Dr. Liz Applegate says. She is a sports nutritionist who consults with Olympic and professional athletes as well as youth organizations.

Complex carbohydrates are "power packed foods," Dr. Applegate says. These foods keep your muscles energized and your body needs the vitamins in them for performance. A snack of fruits, bagels, muffins, fig bars, or bread with fruit juice will give your body staying power.

For kids, it is best to eat regular meals and snacks, Dr. Applegate says. Each day try to eat four servings of whole-grain breads and cereals and four servings of fruits and vegetables.

* Avoid eating sugary foods for snacks. When you choose a sugary snack, it takes the place of a more nutritious complex carbohydrate snack. Sugars do not give you the same staying power that fruits, breads, and cereals do.

RAD HOT! COLD WEATHER CRAZE

It glides over packed powder like a skateboard on a sidewalk. It dips into frozen valleys like a surfboard riding a wave. What is it, you might ask?

One of the hottest cold weather crazes around — *snowboarding*.

The action is fast and radical in a sport that combines the best parts of surfing, skateboarding, and skiing.

Snowboarding got its start in the 1960s. A teenager named Tom Sims was bummed because icy winter streets kept him from using his skateboard, so he decided to build a skateboard he could use on the ice.

After a few tries, he came up with the first snowboard, but most people thought it was just a winter toy. Snowboarding wasn't taken seriously as a sport until almost 15 years later.

Today, there are more than 400,000 snowboarders worldwide, and most of them spend summers on skateboards or surfboards.

But die-hard skiers and other people looking for thrills and chills in the snow are hitting the slopes on boards this winter — joining the coolest craze around.

GP

BUD FAWCETT/MOUNTAIN STOCK

More and more people are hitting the slopes on boards. Today, there are 400,000 snowboarders worldwide.

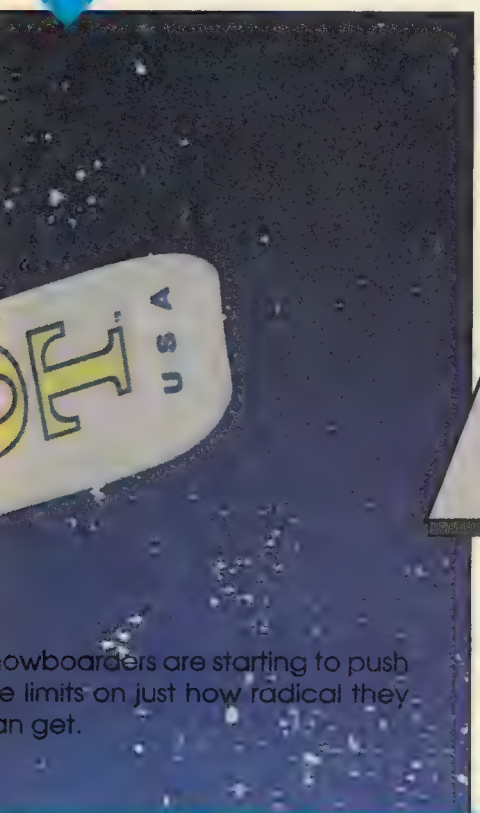
BUD FAWCETT/MOUNTAIN STOCK

BUD FAWCETT/MOUNTAIN STOCK

Right after learning how to stand up and turn, most snowboarders just want to "get air." But tricks in any sport take hard work and lots of practice. Don't expect to fly free your first time on a board.

NAGEL/MOUNTAIN STOCK

Today's amateurs are tomorrow's pros.



owboarders are starting to push
e limits on just how radical they
an get.

"Carving a turn" is one of the most basic moves in snowboarding.

BUD FAWCETT/MOUNTAIN STOCK

HANK DE VRE/MOUNTAIN STOCK

Everything is more intense when you're in the air.

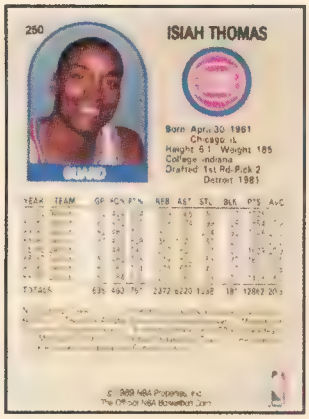
BUD FAWCETT/MOUNTAIN STOCK

More skateboarders are taking up the winter sport and adding freestyle tricks of their own.

BUD FAWCETT/MOUNTAIN STOCK

Floating through powder is as close as you can come to surfing on snow.

RAD HOT! HOOPS CARDS



Have you always wondered just how Magic Johnson has led the Los Angeles Lakers to five championships and won two most valuable player awards along the way?

Which National Basketball Association (NBA) coach is the only Chicago Bulls player to have his number retired?

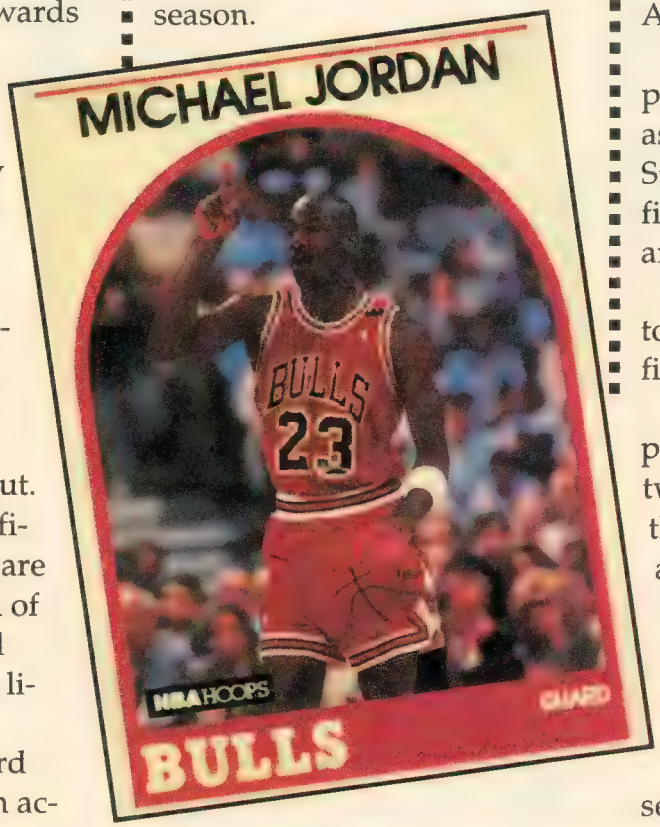
What Charlotte Hornet is the smallest NBA player ever at five feet, three inches?

Now you can find out.

For the first time, official NBA trading cards are available — packed full of information and official statistics from the NBA library.

The front of each card features NBA players in action. The backs of the cards have closeup photos of the players, along with facts and figures about the players' games.

Three hundred NBA Hoops cards were released on opening day of the 1989-90 season.



The first series of cards features players — like Magic Johnson of the Lakers and Tyrone Bogues of the Hornets — and NBA coaches, like Utah Jazz coach Jerry Sloan. Special Hoops cards feature the 1989 All-Star Game players.

The NBA cards are sold in packs that contain 15 cards of assorted active players, All-Stars, and coaches. You can find the cards just about anywhere you buy candy.

If you're a serious collector, look for an update of the first series early this year.

New NBA Hoops cards are planned that will feature the two new expansion teams — the Minnesota Timberwolves and the Orlando Magic — rookies, traded players, and a limited collectors card of the 1988-89 NBA champion Detroit Pistons.

Some cards from the first series will be issued again with the update. GP

VIDEO GAMES

PUCK POWER

The fans are going crazy as the organ player leads them in cheer after cheer. Who are they screaming for? The Great Gretzky?

No! They want you — the National Hockey League's latest star and ace player of the Nintendo game *Blades of Steel*.

The arrow indicates where the puck will go if the shot is taken.

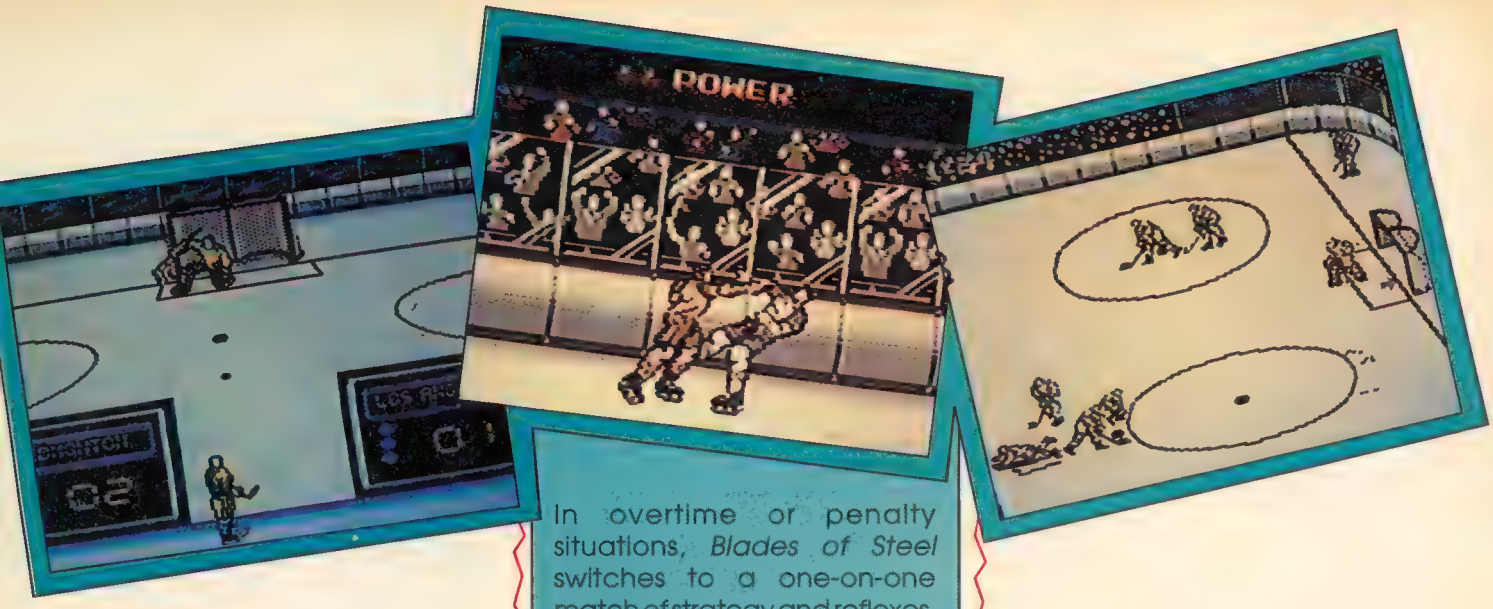
The graphics in this hockey game are excellent, and the action fast and furious. Just as in real hockey, the key to winning in this game is a good passing attack. Several quick, clean passes will move the puck down the ice and keep your opponents guessing. Then, when they're looking the other way, zing it in for the score.

The game also features hand-to-hand combat. Sportsmanship counts for less in this game than in a real hockey game. If you bump an opponent one too many times, the screen action will cut away to a fight mode. Punch hard and fast, because the loser goes to the penalty box.

If you survive the slugfest, keep your finger on the forward button. You'll have possession of the puck and an extra man when action on the ice resumes. The extra man is a big advantage, so try to make the most of it.

To be successful, you must have both a strong passing game and catlike reflexes as goalie. When the opposition gets set for a shot on goal, you will immediately gain control of the goalie. Otherwise, maneuver the flashing figure.

Spend some time with the game before taking on your friends. You'll want to get a feel for which NHL teams are the stronger clubs. For example, Chicago is not the team to pick for a run at the title.



In overtime or penalty situations, *Blades of Steel* switches to a one-on-one match of strategy and reflexes.

As soon as a fight breaks out, start pushing the B button. You've got to punch hard and fast.

Keep your control pad on forward after a fight. That way you can skate quickly down the ice for a power play.

Some teams are better than others, so do some scouting before taking on your friends.

Don't try to win the game all by yourself — use your teammates. A good passing attack is the key to winning.

The Cardinal Rule-Winning

Phil Stephens

Imagine being ten years old and traveling almost halfway across the United States to play in a national soccer tournament. Then imagine winning the tournament and being called one of the best teams in the country.

The girls on the 1979 Southeast Cincinnati Cardinals soccer team don't have to imagine. In October they won the 15th annual Washington Area Girls Soccer (WAGS) Rael Vodicka Memorial Tournament. The WAGS tournament is for girls only, and it is the largest of its kind in the world. Last year, 285 teams competed for the title. The 1979 Cardinals were in the youngest age division, for 10-year-old girls. The oldest age division was for girls' college teams.

ALL PHOTOGRAPHY BY PHIL STEPHENS

Kiley Nowak and Candace Seaton battling for the ball during the championship game.

The Cardinals traveled from Ohio to Washington D.C. to play in the three-day tournament. They stayed in the homes of girls their age in a suburb of Washington.

Their long weekend included sightseeing in our nation's capital. They saw the White House, the Capitol building, the Jefferson Memorial, the Washington Monument, and other famous places.

Emily Skeen is about to send the ball flying down the field against the Kings Park Starfighters from Long Island, New York.

The biggest thrill was winning the championship. To do it, they had to play five games in three days. Playing two teams from Virginia and one from New York, they won four games and tied one. To win the title, the Cardinals beat the Kings Park Starfighters from Long Island, New York, 2-0.

One of the reasons the girls tried out for the Cardinals soccer team was to have the opportunity to travel and play other good teams.

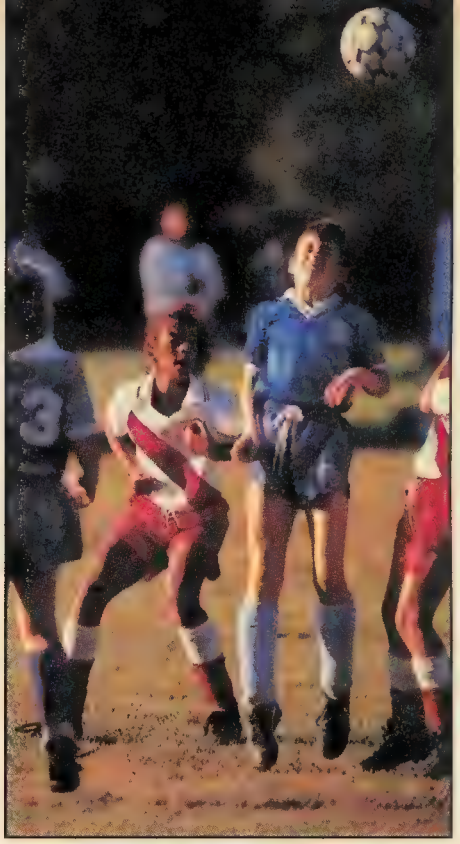
Candice Sexton, like all of her Cardinal teammates, is ten years old. She has been playing soccer for five years. This is her second year with the Cardinals. She plays the halfback position.

What did she enjoy most about her trip? She said it was "billeting." "Billeting is staying with another soccer player's family," Candice said. "You get to meet people and make new friends."

Teresa Martin said playing other good teams was tough, "but winning the WAGS tournament felt great."

One of the players' mothers, Marta Forbes, said that some of the girls had to do extra homework to miss classes.

With a laugh, Jaime Sellers said, "The best part about being out of town is missing school."



Teresa Martin defends against the Arlington Dragons. That game ended in a 0-0 tie, but the Cardinals beat the Kings Park Starfighters 1-0, to advance to the semifinals.

Jaime's sister, Amy, has been invited to try out for the women's USA National Soccer Team.

Center forward, Jaime,

Kilee Novak works to keep the ball away from the Starfighters. The Cardinals played them again in the championship game.

A winning team. Coach Yu said that in the past two years the Cardinals have won over 67 games, tied three, and lost three. First row from left to right: Candice Sexton, Jennifer Wehking, Jaime Sellers, Trisha Burch, and Amy Messer. Second row: Angie Hornschemeier, Allison Holmes, Julie Minardi, Emily Skeen, and Robyn Holman. Third row: Teresa Martin, Kathi Forbes, Sarah Crawford, Jacki Bogner, Michelle Hopewell, and Kilee Novak. Back row: Steve Novak, assistant; Walter Yu, head coach; Gene Minardi, assistant.

is the Cardinals' leading scorer. She has scored more than one goal per game for two years. She also plays basketball.

Trisha Burch, a fifth grader with five years of soccer experience, is the shortest player on the team. But the Cardinals' coach, Walter Yu, said, "Trisha is our best player, inch for inch." For Trisha, soccer and traveling are not a new experience. She is one of eight brothers and sisters, all soccer players. They could almost have a family team!

Yu has been the Cardinals coach for the last two years. But after he handed out the trophies to the girls for winning the WAGS tournament, he told them he will soon be going back to his native country of Malaysia and cannot be their coach next season.

"That was so sad," said Kathi Forbes. "We are going to miss Mr. Yu."

GP

Watching in the rain, Trisha Burch looks on during the semifinal game. The Cardinals won 3-0.

The Cardinals celebrate a goal in the championship game. They held the Starfighters scoreless 2-0, to win the WAGS tournament. In fact, no one scored against the Cardinals.

ALLSPORT USA

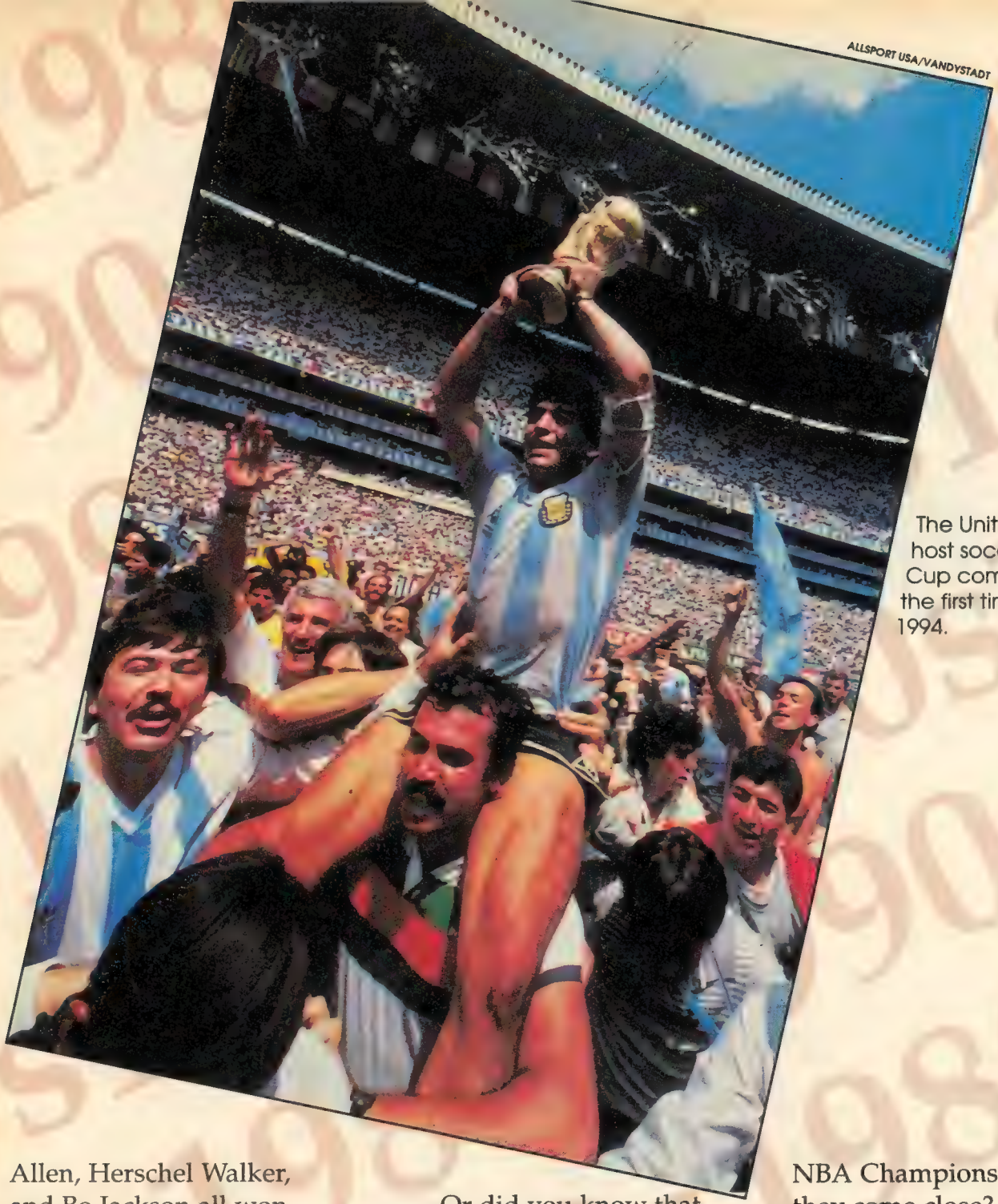
In what may have been *the game* of the decade, the 1980 U.S. Olympic hockey team defeated the Russians, 4-3, on the way to the gold medal in Lake Placid. It was the first time the U.S. had won a gold medal in hockey in 20 years.

SHINING STARS ... SHOOTING STARS

Lisa M. Bouchey

If you had to pick one team, game, or superstar that you remember from the 1980s — who or what would it be?

Maybe you remember when Nolan Ryan got the 5,000th strikeout of his career, the most ever for a major league pitcher. Or that NFL running backs Marcus



ALLSPORT USA/VANDYSTADT

The United States will host soccer's World Cup competition for the first time ever in 1994.

Allen, Herschel Walker, and Bo Jackson all won college football's Heisman Trophy.

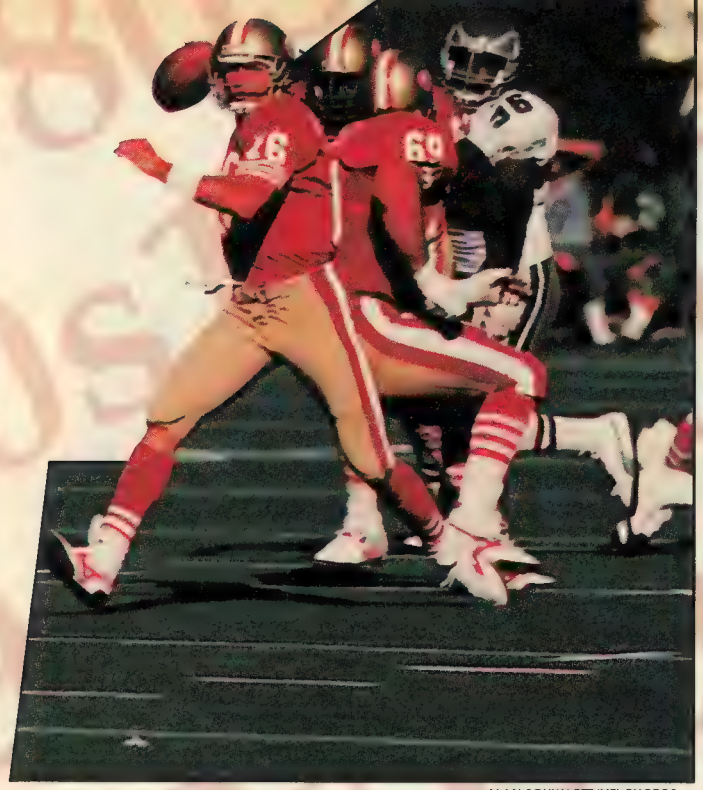
And maybe you heard that Mary Lou Retton won America's first Olympic gold medal in All-Around gymnastics and that Pete Rose became baseball's all-time leading hitter.

Or did you know that Jack Nicklaus won his sixth Masters golf championship and that Wayne Gretzky became the greatest scorer in NHL history?

Who do you remember as the heroes of the 80s? Did your favorite team win a World Series, Super Bowl, or NBA Championship? Did they come close?

The 1990s promise their share of superstars and super teams. In the next few pages, you'll find the stars of the 80s — legends in their own time — along with the stars of the 90s, players who promise the best is yet to come.

GP

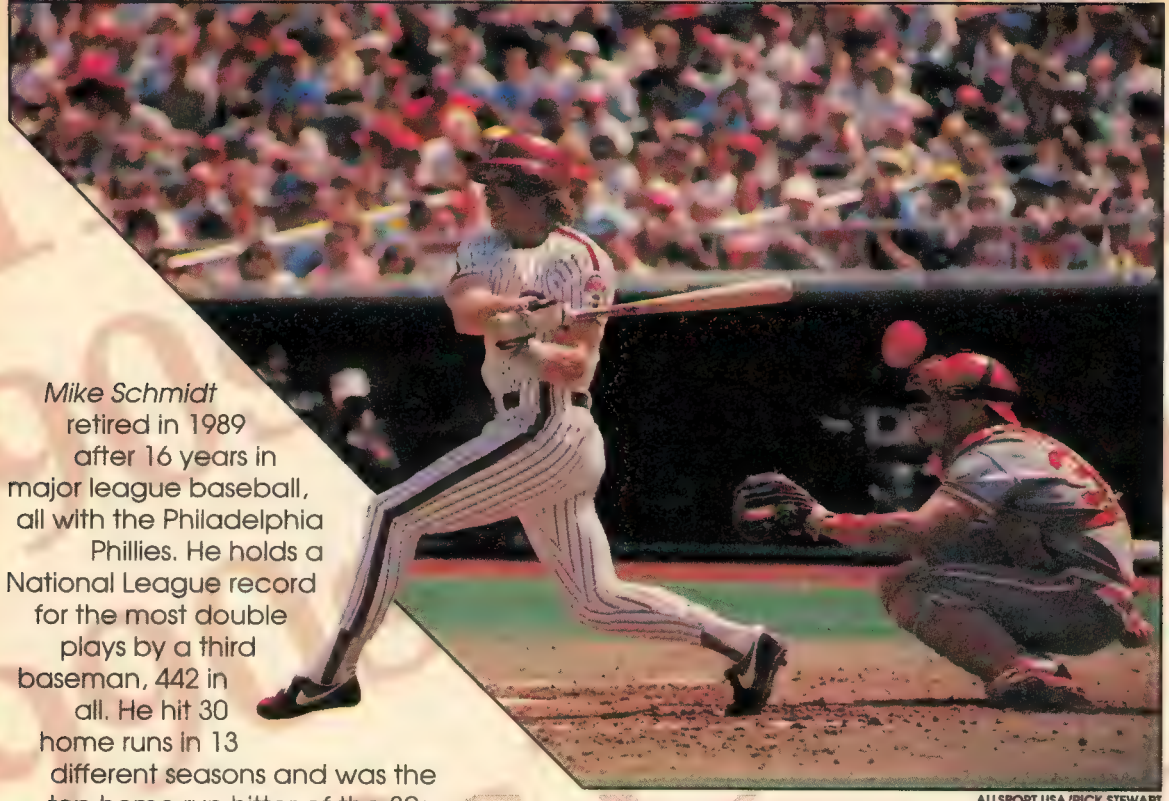


ALAN SCHWARTZ/NFL PHOTOS

The best passer in NFL history, *Joe Montana* has thrown 93 passes in Super Bowl play without an interception. He's been named Super Bowl MVP twice, once in his first full season as a starter. In 11 seasons with the San Francisco 49ers, he's led the team to three Super Bowl championships.

ALAN SCHWARTZ/NFL PHOTOS

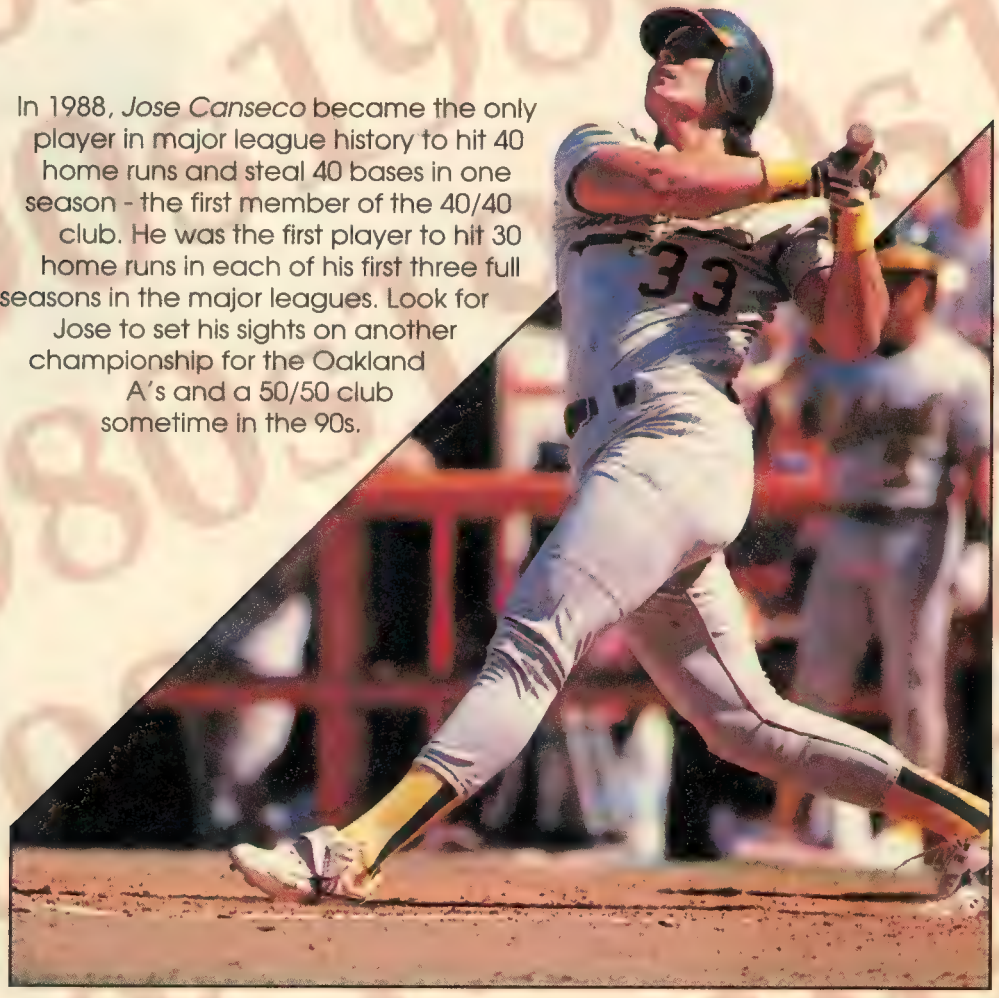
A threat to score passing or running, Philadelphia Eagles' quarterback *Randall Cunningham* was responsible for 56 of the Eagles' 76 touchdowns in his first two seasons as a starter. In 1987, he had a string of 118 passes without an interception, and he led all NFL quarterbacks in rushing for three years running. He finished 1987 as the Eagle's leading rusher — the first time a QB had led an NFL team in rushing since 1972. Look for Cunningham to land the Eagles in a Super Bowl during the 90s.



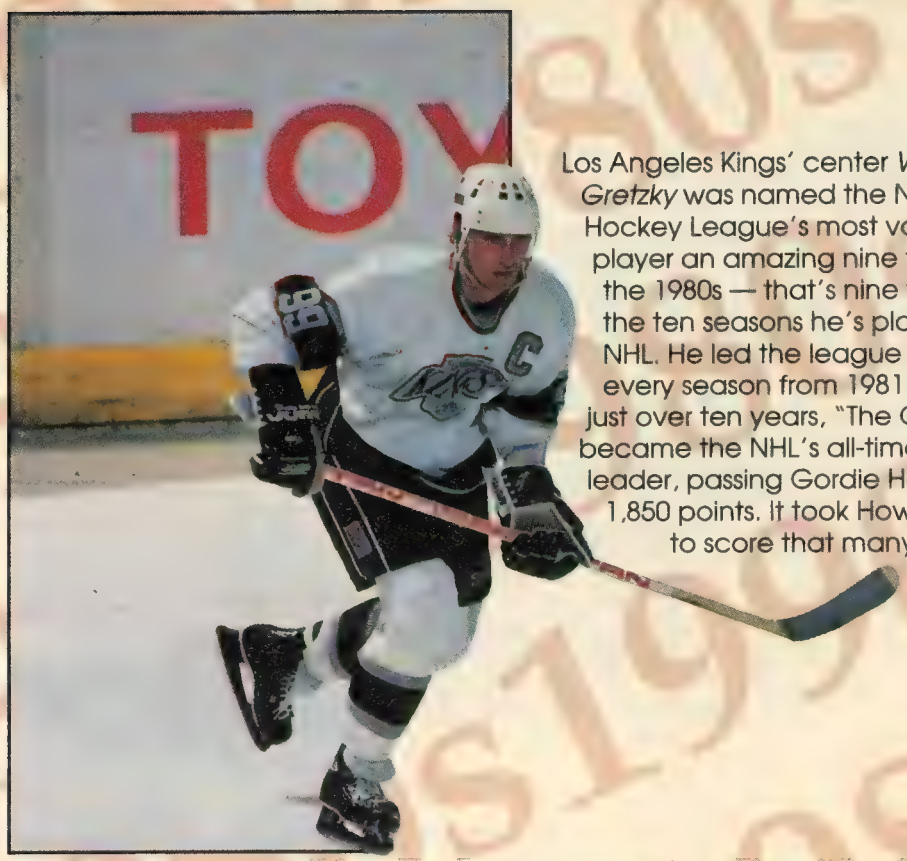
Mike Schmidt retired in 1989 after 16 years in major league baseball, all with the Philadelphia Phillies. He holds a National League record for the most double plays by a third baseman, 442 in all. He hit 30 home runs in 13 different seasons and was the top home run hitter of the 80s.

ALLSPORT USA/RICK STEWART

In 1988, *Jose Canseco* became the only player in major league history to hit 40 home runs and steal 40 bases in one season - the first member of the 40/40 club. He was the first player to hit 30 home runs in each of his first three full seasons in the major leagues. Look for Jose to set his sights on another championship for the Oakland A's and a 50/50 club sometime in the 90s.

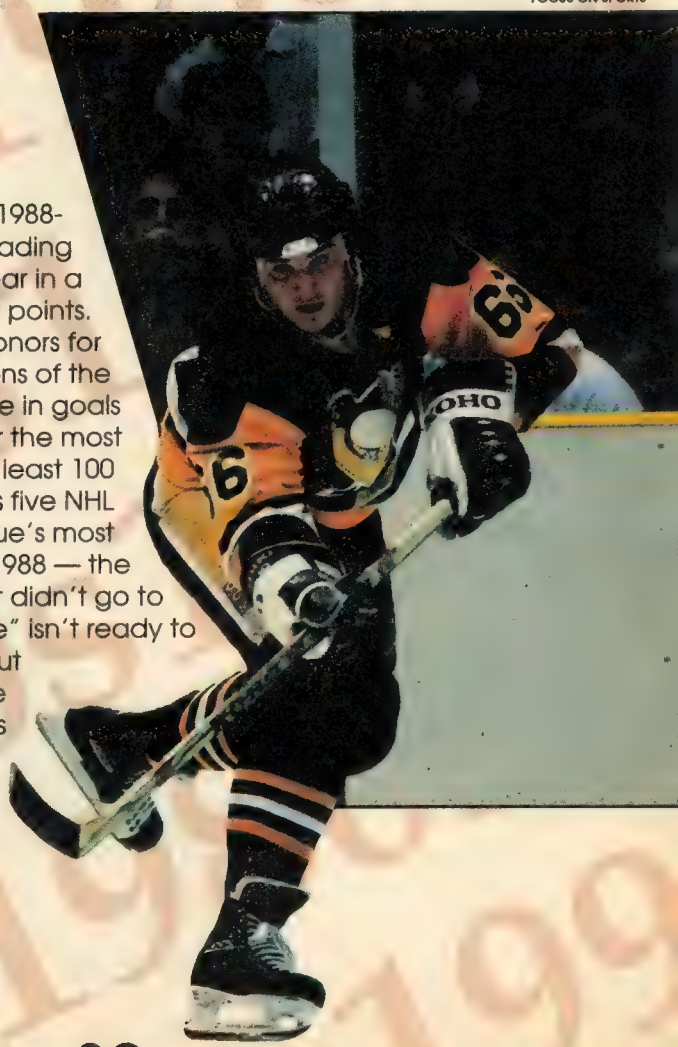


ALLSPORT USA/KIRK SCHLEA



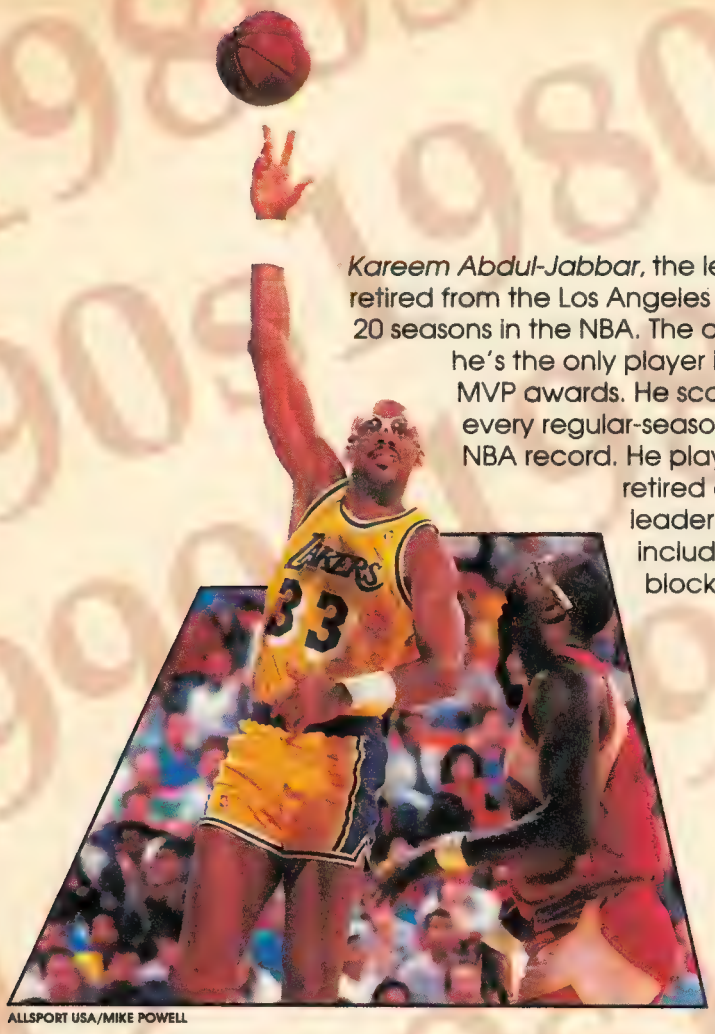
ALLSPORT USA/ROBERT BECK

Los Angeles Kings' center *Wayne Gretzky* was named the National Hockey League's most valuable player an amazing nine times during the 1980s — that's nine times out of the ten seasons he's played in the NHL. He led the league in scoring every season from 1981 to 1987. In just over ten years, "The Great One" became the NHL's all-time scoring leader, passing Gordie Howe's record 1,850 points. It took Howe 26 seasons to score that many points.



FOCUS ON SPORTS

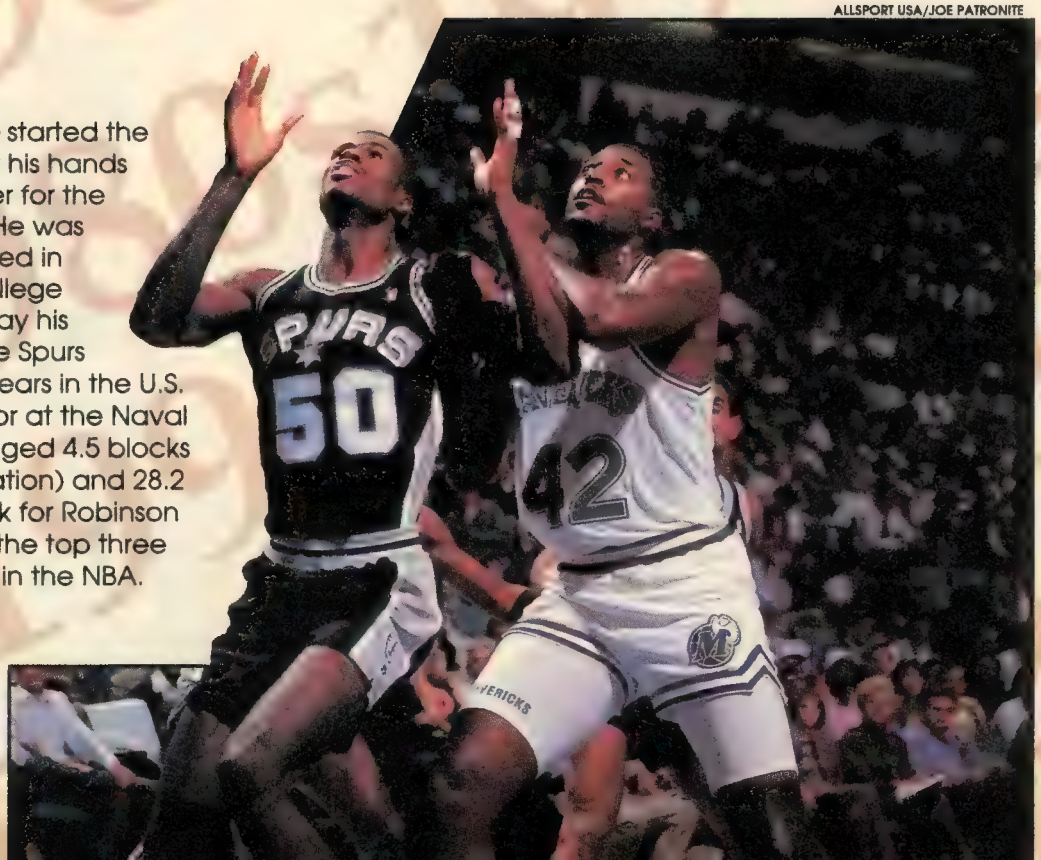
Mario Lemieux ended the 1988-89 season as the NHL's leading scorer for the second year in a row, with a career-high 199 points. (Gretzky claimed the honors for the first seven seasons of the decade.) He led the league in goals and tied with Gretzky for the most assists. He's recorded at least 100 points in each of his five NHL seasons and won the league's most valuable player award in 1988 — the only year in the 1980s it didn't go to Gretzky. "The Great One" isn't ready to hang up his skates yet, but look for Lemieux to give Gretzky a run for his records sometime in the 90s.



ALLSPORT USA/MIKE POWELL

Kareem Abdul-Jabbar, the leading scorer in NBA history, retired from the Los Angeles Lakers in 1989 after a record 20 seasons in the NBA. The dominant center of the 80s, he's the only player in league history to win six MVP awards. He scored in double figures in every regular-season game for 9 1/2 years — an NBA record. He played on 18 all-star teams and retired as the league's all-time leader in eight categories, including points (38,387) and blocked shots (3,189).

ALLSPORT USA/JOE PATRONITE



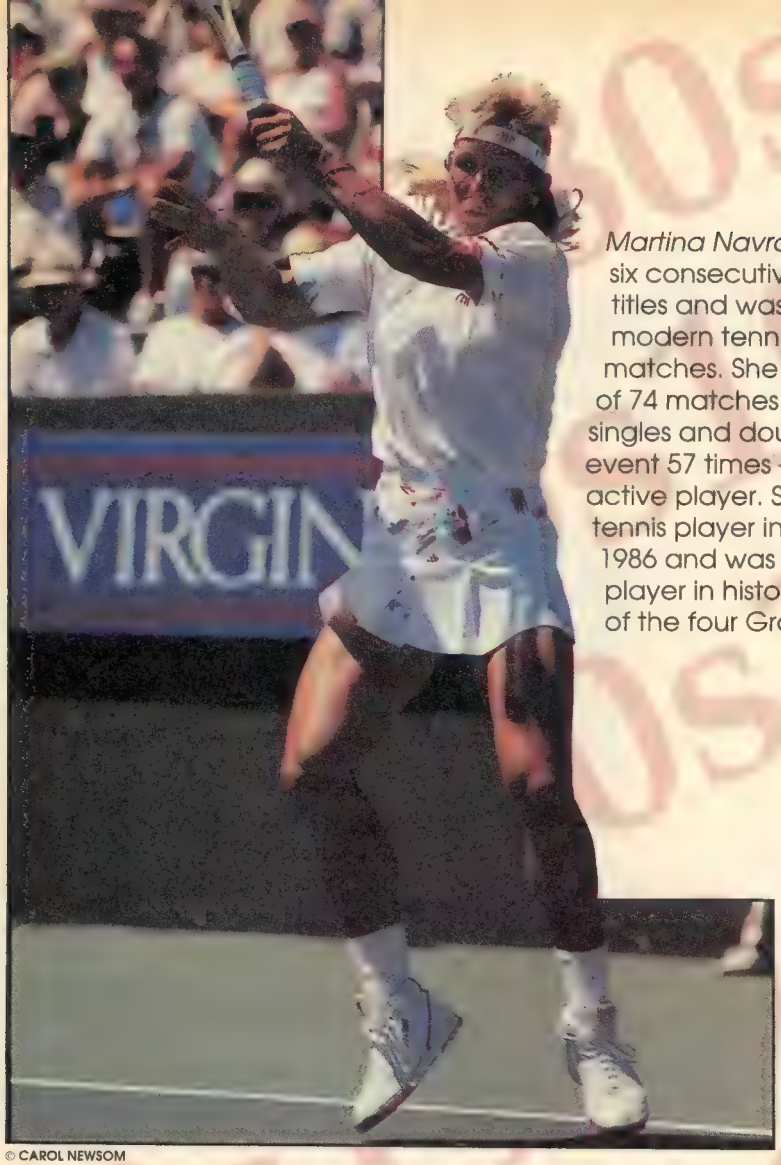
David Robinson started the season eager to get his hands on the ball as center for the San Antonio Spurs. He was the first player picked in the 1987 NBA college draft, but couldn't play his rookie season with the Spurs until he served two years in the U.S. Navy. As a senior at the Naval Academy, he averaged 4.5 blocks (which led the nation) and 28.2 points per game. Look for Robinson to become one of the top three centers in the NBA.

© CAROL NEWSOM

Through the end of 1988, *Ivan Lendl* had won 73 career singles titles, second only to Jimmy Connors. His 156-week streak as the number one player in the world was broken in September, 1988 — just three weeks shy of Connors' record 159 consecutive weeks. He's won the Nabisco Masters title five times, more than any other player.

© CAROL NEWSOM

Boris Becker made heads spin in the tennis world when he became the first unseeded male to win Wimbledon in 1985, and when he repeated the championship in 1986. Ranked second, behind Lendl, at the end of the 80s, the two were deadlocked in their rivalry with seven wins each. Becker has won the last four contests, including a four-set victory over Lendl in the U.S. Open final last year. Look for Boris to ace his way to the top in the 90s.



© CAROL NEWSOM

Martina Navratilova has won a record six consecutive Wimbledon singles titles and was the second player in modern tennis history to win 1,000 matches. She holds a record win streak of 74 matches straight and has won singles and doubles titles at the same event 57 times — more than any other active player. She was the number one tennis player in the world from 1982 to 1986 and was only the fifth tennis player in history to complete a sweep of the four Grand Slam tournaments.

© CAROL NEWSOM

Steffi Graf became the sixth person to win the Grand Slam sweep — and she made it a Golden Sweep by adding a gold medal from the Seoul Olympic games in 1988. She took over the number one ranking from Martina in 1987, Steffi was 18 years old, and has kept it for the past three years. She had the longest win streak of 1988 with 46 consecutive matches. Martina's been heard wondering how much more Steffi can improve.

PACE SETTERS

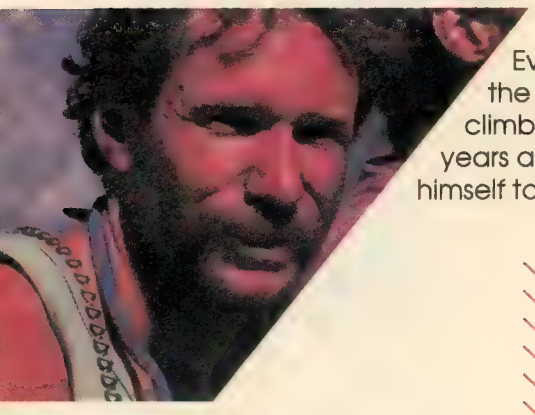
KINGS OF THE MOUNTAIN

Everybody has a dream. Maybe yours is to play professional baseball. Maybe it's to be a famous actress or actor. Mark Wellman's dream is simply to walk again. Seven years ago, a rock climbing accident left him paralyzed from the waist down.

JAY MATHER/THE SACRAMENTO BEE

Need a lift? It's only 3,500 feet up to the top of this mountain.

BRIAN GROGAN



Even though he lost the use of his legs in a climbing accident seven years ago, Mark still pushes himself to the limit.

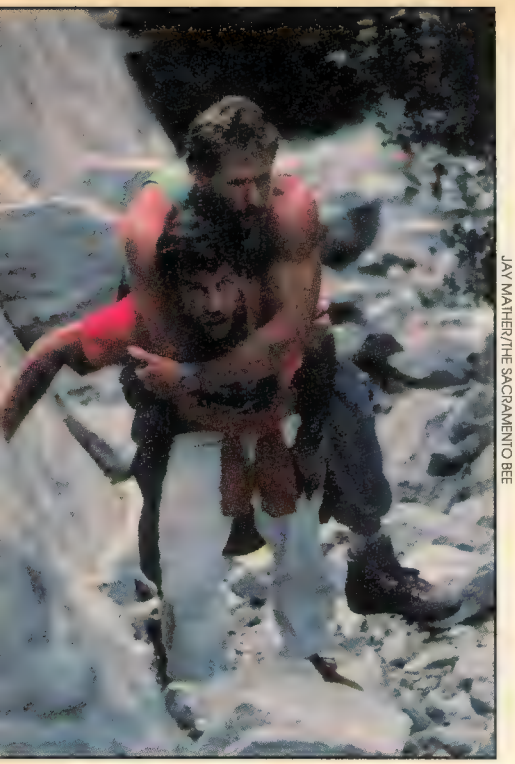
However, there's no need to feel sorry for this athlete. With the help of his friend, Mike Corbett, Wellman was able to climb Yosemite National Park's El Capitan mountain this past July even though he can't walk. It took eight days and a lot of courage. "Once we got started, we never looked back," says Wellman. "We got tired of talking about it and just decided to do it."

They practiced for the attempt on El Cap for more than six months. Their motto during training was "Leave no stone unturned." Corbett says they tried to create and re-create every possible problem they might run into — rain, snow, and anything else they could think of. It took Corbett more than 100 hours just to design and make Wellman's protective pants for the climb.

Using other special equipment designed by his partner, Wellman pulled himself up the face of the cliff six inches at a time. The mountain they climbed, El Cap, is 3,500 feet high. That's 42,000 inches! Corbett has scaled the huge peak a record 42 times, which is why friends sometimes call him "Mr. El Cap."

As a result of the accident and his recent climb, Wellman says he values his life much more than before. "I've always been an outdoorsman who likes to challenge himself," he says. "But now I make sure I know what I'm doing before I do it."

For Mike Corbett, the climb brought back an impor-

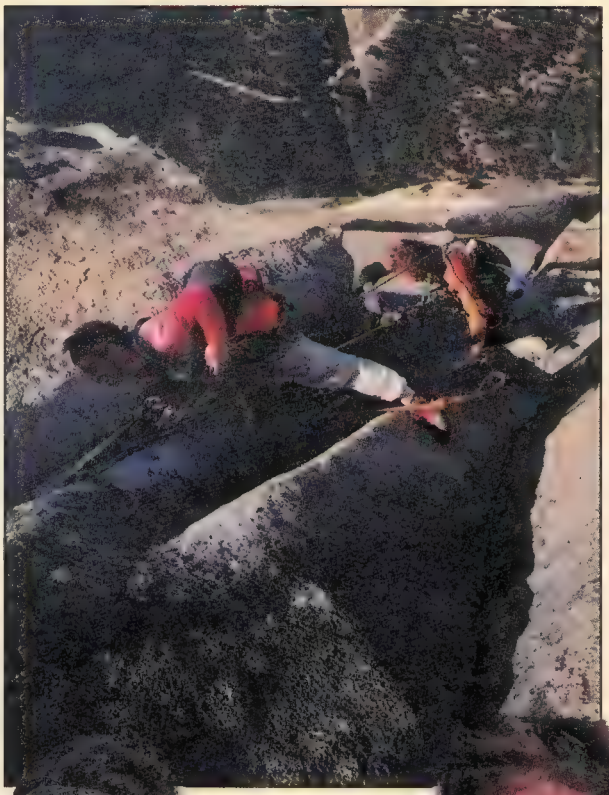


JAY MATHER/THE SACRAMENTO BEE

Mark had to depend a lot on his friend and fellow climber Mike Corbett.

JAY MATHER/THE SACRAMENTO BEE

Time for a brief rest. Mark and Mike climbed from about 8:00 in the morning until about 6:00 at night each day.



JAY MATHER/THE SACRAMENTO BEE

Mike, the guy in red, has climbed El Cap 42 times! The mountain had never before been climbed by a paraplegic (someone who is paralyzed from the waist down).

tant memory from childhood. "I had always wanted to play baseball in the major leagues," he says, "but I was told I was too short. I believe I could have made it." So Corbett's advice to young athletes is don't listen to negativity and don't quit. Mark Wellman agrees. He said, "If you have a dream, and it's realistic, then commit to it and follow through."

GP

BRIAN GROGAN

Finally, seven and a half days later ... a successful climb!

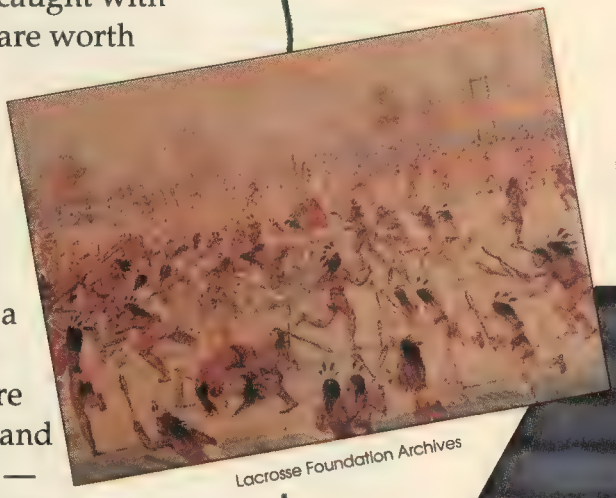
JUST STICK IT!

ORIGINS IN SPORTS

Where do sports come from? After all, they didn't just happen. Somebody had to think up the basic ideas for baseball, football, and soccer.

Let's take a look at lacrosse and where it came from. In future issues we'll tell you how some of the other sports got their starts.

Lacrosse is a sport in which the ball is carried, thrown, and caught with sticks. Goals are worth one point each and are scored by tossing the ball from the pocket of the stick into a six-foot wide net. Games are full of action and very exciting — two reasons why lacrosse is one of the fastest growing sports in the United States.



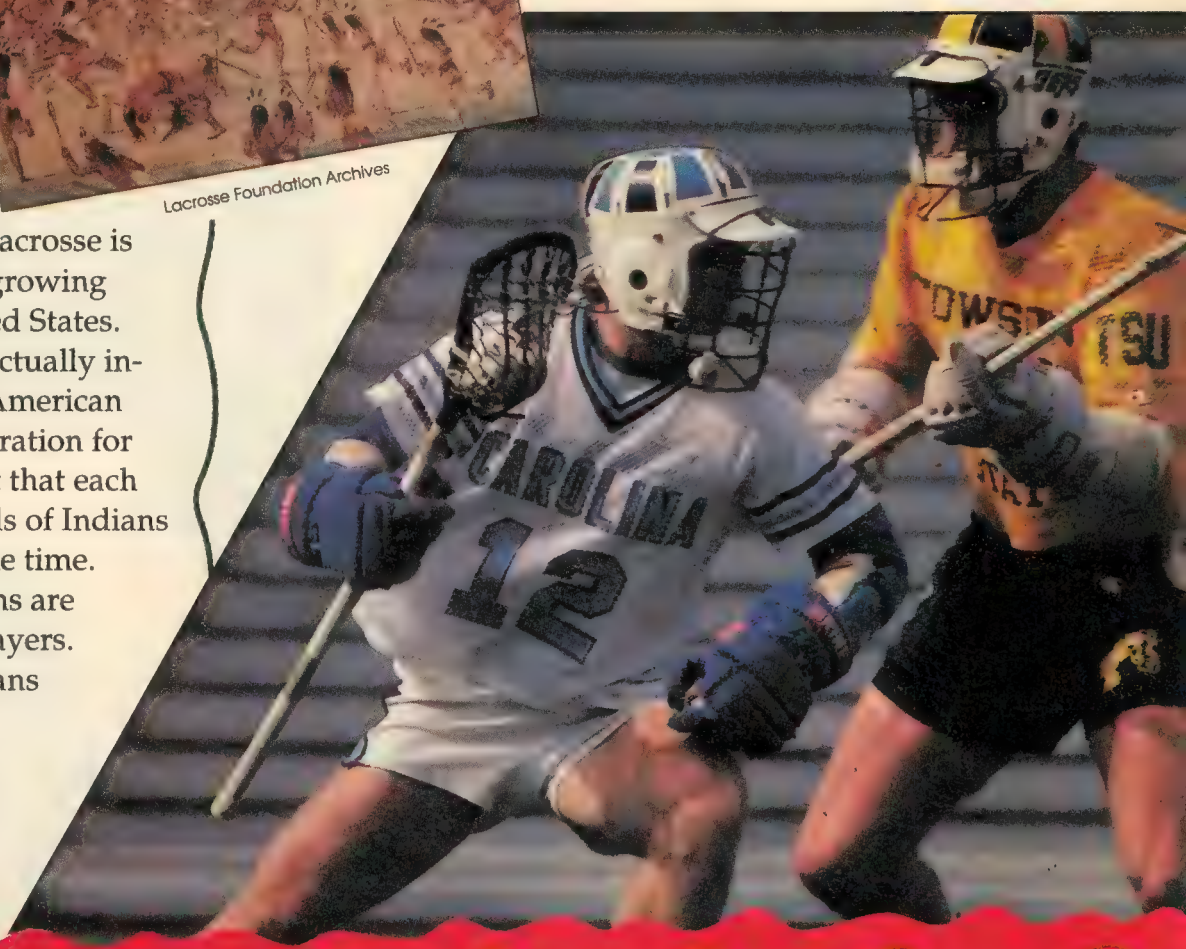
Lacrosse Foundation Archives

Lacrosse was invented by North American Indians hundreds of years ago.

Lacrosse was actually invented by North American Indians as a preparation for war. Legend has it that each team had hundreds of Indians playing at the same time. Today, men's teams are made up of ten players.

When the Indians played lacrosse, a game took several hours, sometimes even days. Played on a field from one to 15 miles in length, a game ended when the Indians were either too tired or too injured to continue. The Indians called the game "Baggataway," which means "little brother of war."

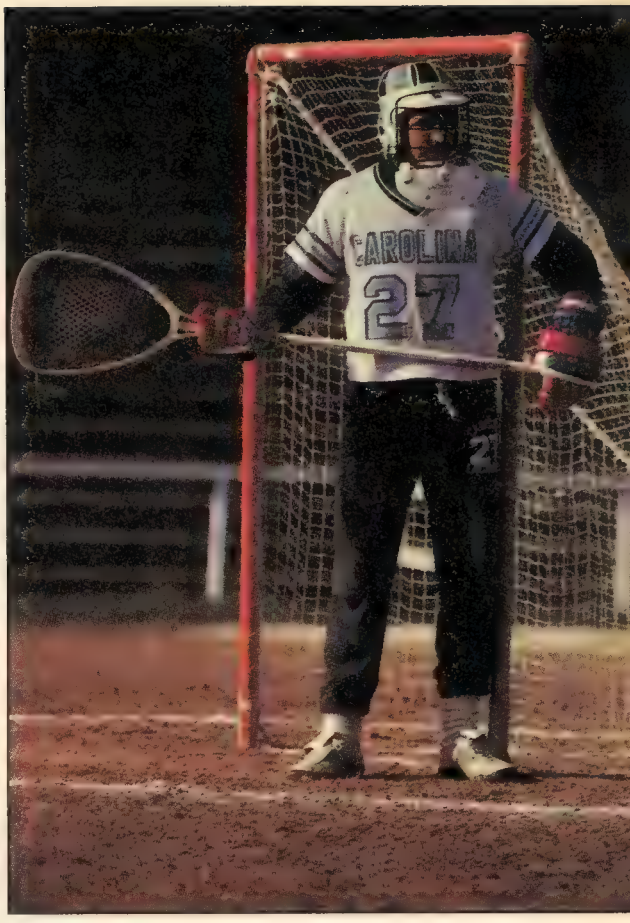
French missionaries saw the Indians playing the sport and took news of it back to the cities of Canada. It quickly became a popular pastime and was eventually named the national game of Canada. One of the missionaries, Jean de Brebeuf, named the sport "lacrosse," which literally means "the stick."



Modern lacrosse rules were put together by a Montreal dentist, Dr. George Beers, more than a century ago. He also replaced the leather ball stuffed with hair that the Indians used with one of solid rubber.

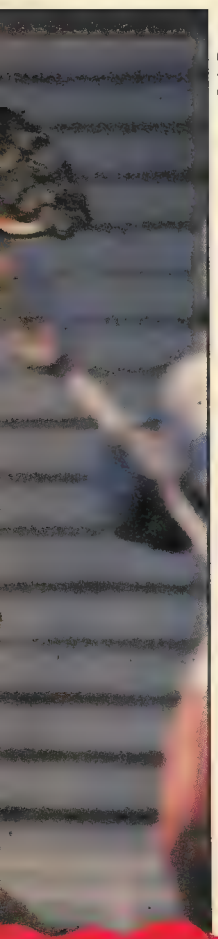
If you want to find out more about this sport, chances are there is a lacrosse program in your area. Today there are more than 500 programs in U.S. junior high and elementary schools. It's played in all 50 states.

Remember that you don't have to be the quickest, biggest, or strongest kid on your block to play, although those things help. Like soccer, lacrosse rewards stamina, patience, and determination as much as athletic ability. Best of all, play in this game is always wide-open and action-packed.



Scott Sharpe

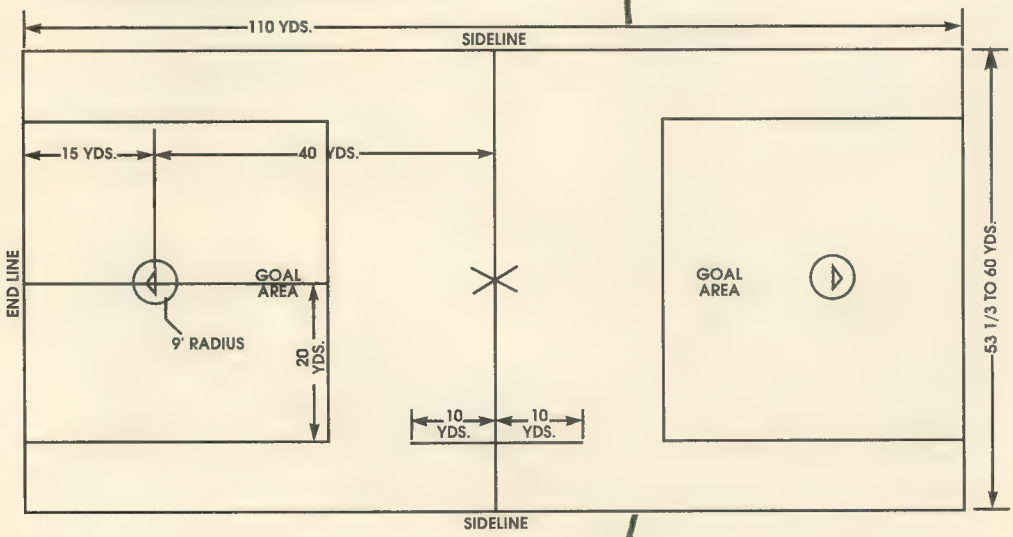
The goalie in lacrosse has to be fearless (some say crazy) because he could be hit with a ball traveling up to 90 miles per hour!



Bob Donnan

The modern-day lacrosse player wears a helmet, shoulder pads, and thick gloves.

Dimensions of a lacrosse field.



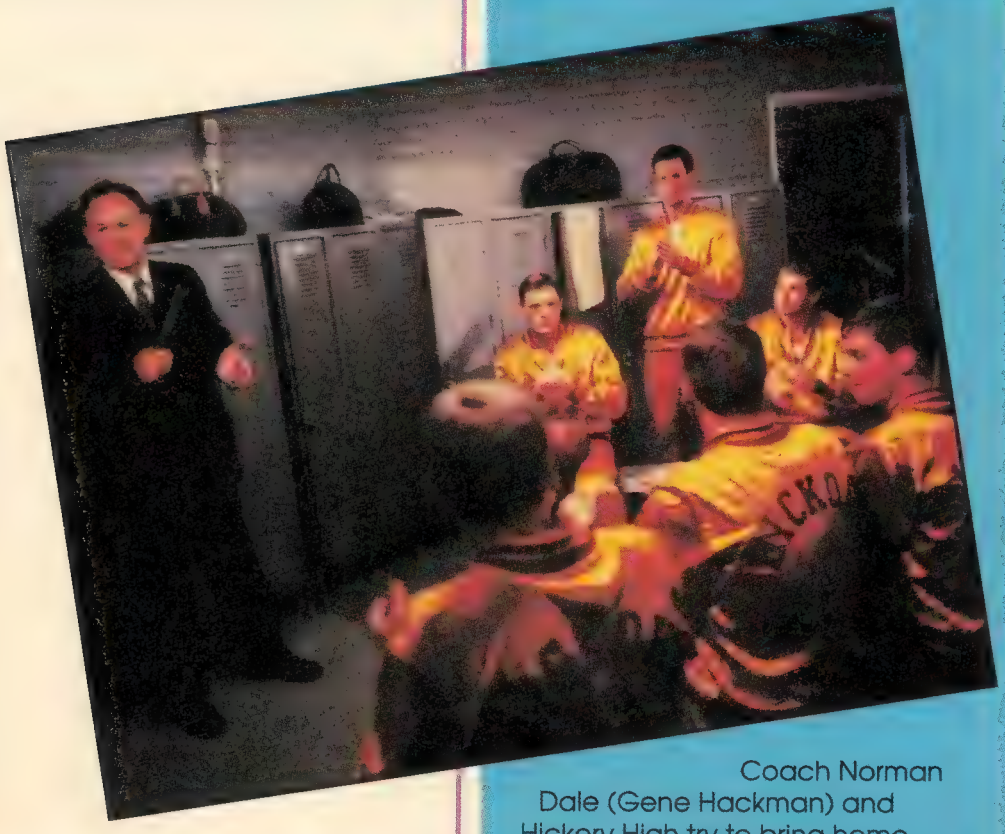
GP

off-the-shelf

MOVIE CLASSICS ON

The rain is slapping against the windowpanes. It doesn't show any signs of stopping. What's a bored kid to do? Get some popcorn, break open a soda, and crank up the VCR. There are always some excellent flicks waiting for you at your local video store.

Let's take a quick look at five classics sure to cure those rainy day blues.



Coach Norman Dale (Gene Hackman) and Hickory High try to bring home the Indiana state championship.

Hoosiers (1986) is one of the best basketball films ever. The year is 1951 and the place is Hickory, Indiana. Basketball in Indiana is practically a religion.

Gene Hackman (Lex Luthor in the *Superman* film series) plays Norman Dale, an ex-Navy coach who's agreed to lead this very small town's high school basketball team.

It's a tried-and-true story line: a likeable hero facing unbelievable odds and winning in the end. Coach Dale overcomes the town's criticism, stronger teams, and his troubled past to lead Hickory to a shot at the state championship. He does it with the sharp shooting of a quiet, Larry Bird-like player named Jimmy.

The film is a lot like *Rocky*. It leaves you feeling confident, jubilant, and ready to go shoot some basketball. RATED PG (adult language, alcohol abuse)

VIDEOCASSETTE

Dale
is a no nonsense
coach with definite ideas
on how to win.

Breaking Away (1981) is also a film about beating the odds and becoming a hero. However, where *Hoosiers* uses only drama, *Breaking Away* is also very funny.

It's about four boys living in a college town but not able to attend college. That fact makes each angry at life. Dennis Quaid (*Everybody's All-American*, *Enemy Mine*, and *Innerspace)* says in the movie, "These college kids out here, they're never gonna get old. There'll always be new ones coming along."

The movie revolves around Dave, one of the four boys. Dave wants to try and make it as a bicycle racer. Since the world-class racers are Italian, Dave tries to actually become Italian. He sings opera, uses Italian cologne, and even shaves his legs — just like the Italian racers.

In the end, there is an all-out bike race between the college kids and Dave's daring group of cyclists. The race will keep you on the edge of your seat.

RATED PG (adult language, complex subject matter, and one fight scene)

off-the-shelf

Velvet (Elizabeth Taylor) and her sister cross their fingers hoping to win the raffle and the ownership of a beautiful thoroughbred stallion.

It's up to Mi Taylor (Mickey Rooney) to get the horse and Velvet ready for the Grand National horse race.

A film that has certainly passed the test of time is *National Velvet*, which first ran more than 45 years ago. This thoroughly enchanting movie is about determined kids trying to win the famous English Grand National horse race. A truly gifted cast portrays a simple farm family enjoying life along England's coastline. Twelve-year-old Elizabeth Taylor gives a wonderful performance as Velvet Brown, a schoolgirl who falls in love with a thoroughbred terror named Pie.

Velvet, a little girl with big dreams, wants to win the Grand National. Her best friend, Mi (played by Mickey Rooney), says it's a bad idea to try. Velvet's mom, however, who once swam the English Channel, says, "Everyone should have a chance at a breathtaking piece of folly at least once in his life."

You'll cheer Velvet on as she races in an exciting steeplechase. However, *National Velvet* is much more than a horse race. It's also about the human race and all that's good about it — goodwill, gentleness, grace, and faith.

Chariots of Fire (1981) is another classic film based on a true story. It pits Eric Liddell, a Scottish missionary running for the glory of God, against Harold Abrahams, an English Jew who is tired of prejudice.

The movie, which won four Academy Awards, details the lives of both men and finishes with the two competing together on the British team in the 1924 Olympics. It's about the fire that rages within each runner that pushes them to greatness. For Liddell, the fire is his faith in Jesus Christ. For Abrahams, running is a weapon against people's prejudice towards him.

You'll long remember the running scenes along the beach at St. Andrews and the sprinting Liddell with his head hung back. The movie is a bit slow but worth the effort if you stay with it.

RATED PG (complex subject matter)

Running back Brian Piccolo's life changes when he learns he has cancer.

Gale Sayers is there when Piccolo needs him most.

One of the best-loved made-for-TV dramas is a true story about two friends who are also rivals. It's *Brian's Song* (1971).

James Caan plays the part of Brian Piccolo, a Chicago Bears running back in the late 1960s. Piccolo fights for a place on the team roster, for his friendship with a black player, Gale Sayers, and finally for his life.

Billy Dee Williams portrays Sayers, one of the National Football League's all-time great running backs. Brian Piccolo helps Sayers overcome a severe leg injury and again achieve greatness on the football field. Sayers gets the chance to pay Pic back when he learns that his friend has cancer.

It doesn't matter how many times you watch this tear-jerker, it will get you every time. As the movie says, you'll remember not how Piccolo died, but how he lived.

RATED G

GP

THE CALENDAR

FEBRUARY

[illegible] European Figure Skating Championships, Leningrad, USSR.
2: Millrose Games indoor track meet, New York City.
4: NFL Pro Bowl all-star game, Honolulu, Hawaii.
11: NBA Slam-Dunk Contest, Miami, Florida.
[illegible] NBA All-Star Game, Miami, Florida.
16-19: U.S. Fencing Association National Junior Olympic Championships, St. Charles, Illinois.
19: Daytona 500 stock car race, Daytona Beach, Florida.
23: The Athletics Congress indoor track championships, New York.

ALLSPORT USA/ROBERT BECK

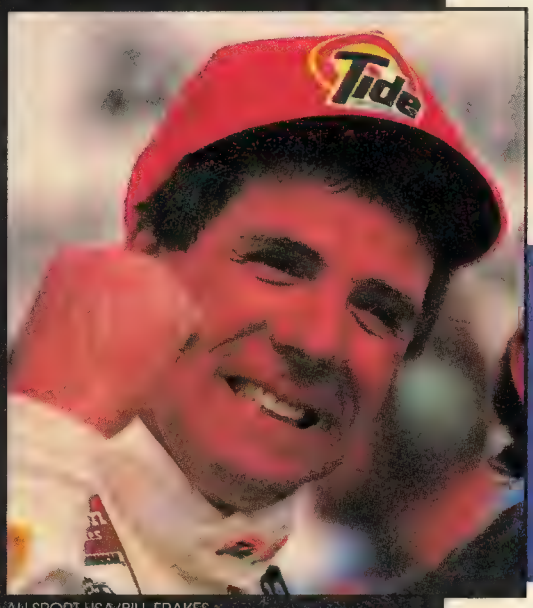
Seasons already under way:

National Basketball Association

National Hockey League

Major Indoor Soccer League

College basketball

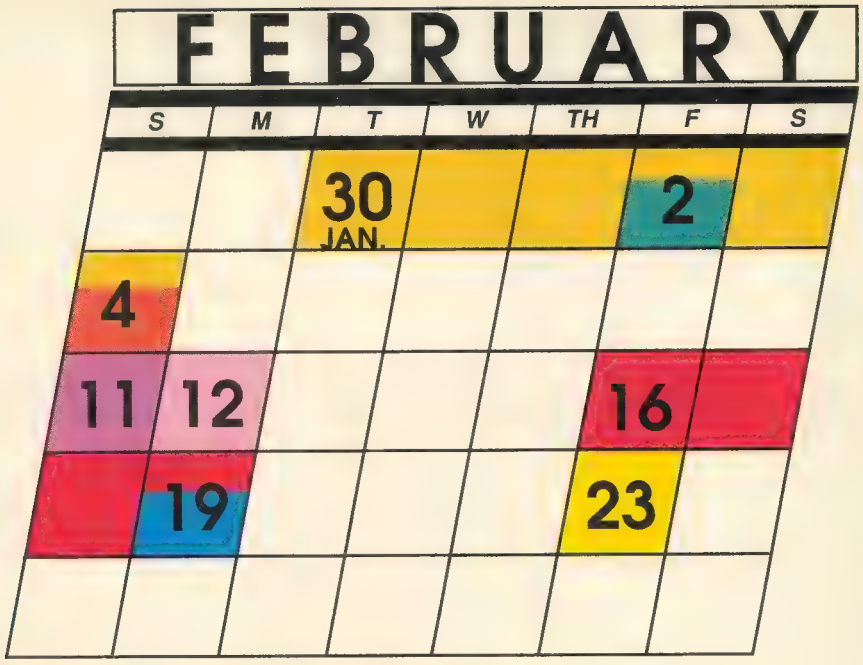


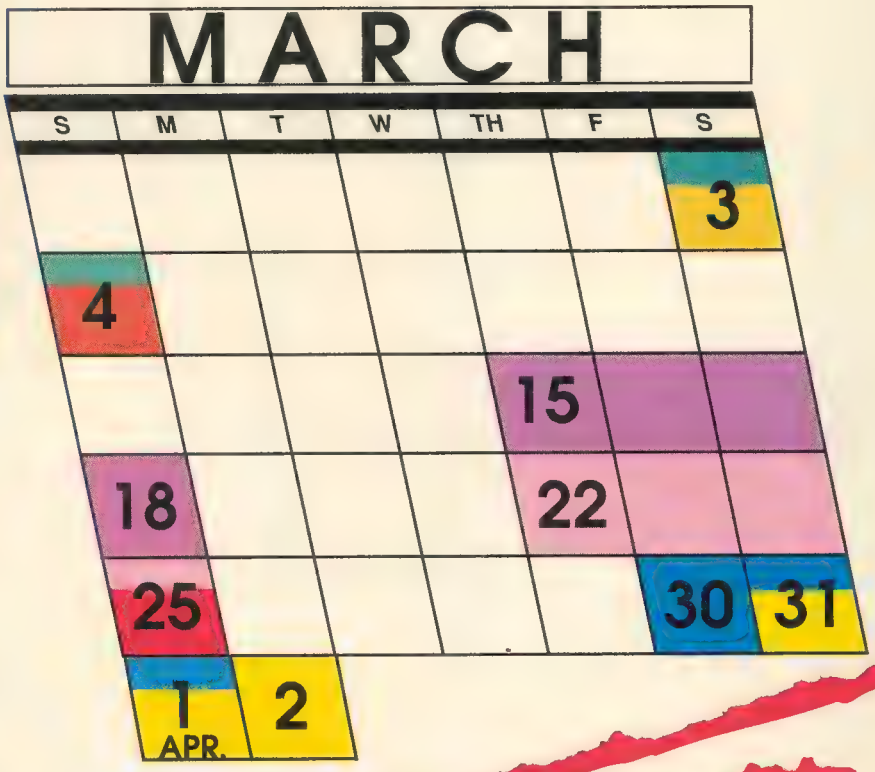
ALLSPORT USA/BILL FRAKES

Champion driver Darrell Waltrip will try to win the Daytona 500, stock car racing's biggest event, for the second year in a row on February 19.

MARCH

The Michigan Wolverines celebrate winning college basketball's highest prize after last year's NCAA championship game. This year's Final Four will be March 31 and April 2.





3: Iditerod dog sled race begins, Anchorage, Alaska.
3-4: McDonald's American Cup gymnastics meet, Fairfax, Va.
4: Los Angeles Marathon.
15-18: NCAA men's basketball tournament, first and second rounds, eight cities across the nation.
[illegible] NCAA men's basketball tournament, regional semifinals and finals, four cities across the nation.
25: World cross-country championships, Aix-les-Bains, France.
30, April 1: Women's Final Four, NCAA basketball tournament semifinals and final, Knoxville, Tennessee
31, April 2: The Final Four, NCAA men's basketball tournament semifinals and final, Denver, Colorado

GP

COMING IN APRIL:

Start of baseball season,
the Boston Marathon,
and the NHL playoffs!

No Clubs To Join • No Memberships

C. S. I. Gamemasters

P. O. Box 716 • Ludington, Michigan 49431

To order call toll-free:

1-800-446-PLAY

VISA MasterCard

- Check
- Money Order
- Visa and/or MasterCard

Adventures of Dino Riki	39.99	Driving Game	39.99	Kung Fu Heroes	44.99	Skate or Die	34.99
Adventure Island	39.99	Duck Tales	44.99	Kung Fu	29.99	Snoopy	39.99
Adventures of Bayou Billy	44.99	E & L Top Players Tennis	42.99	Last Star Fighter	*39.99	Spy vs. Spy	39.99
Adventures of Link	42.99	Eight Eyes	44.99	Lee Trevino Fighting Golf	39.99	Spy vs. Spy Island Caper	39.99
Adventures of Lolo	42.99	Excitebike	29.99	Legacy of the Wizard	39.99	Star Trek 5	44.99
Adventures in the Magic Kingdom	*	Family Feud	42.99	Legend of Zelda	*	Starship Hector	44.99
Adventures of Tom Sawyer	44.99	Faxanadu	44.99	Magic Kingdom	44.99	Street Cop	34.99
Air Fortress	44.99	Fester's Quest	42.99	Magmax	34.99	Street Fighter	49.99
Air Wolf	42.99	First of the North Star	39.99	Major League Baseball	34.99	Strider	44.99
Athletic World	39.99	Flying Dragon I	39.99	Mappy Land	39.99	Super Dodge Ball	42.99
Baby Gangster	*	Formula 1 Grand Prix	*44.99	Marble Madness	36.99	Super Rescue	39.99
Back to the Future I	44.99	Galaga	29.99	Marvel's X-Men	44.99	Super Sushi Pinball	39.99
Bad Dudes	49.99	Gauntlet	34.99	Megaman II	44.99	Super Trucks	42.99
Barker Bill's Trick Shooting	*	Genghis Kahn	59.99	Metal Gear	36.99	Super C	44.99
Baseball Simulator 1000	*	Ghostbusters II	*42.99	Metroid	*	Super Sprint	39.99
Baseball Stars	44.99	Ghosts 'n Goblins	34.99	Mickey Mousecapades	34.99	Super Spy Hunter	42.99
Bases Loaded I	39.99	Goal	*42.99	Mike Tyson Punch Out	39.99	Super Off Road	44.99
Bashi Bazook	*	Godzilla	*54.99	Millipede	29.99	Super Mario Bros 2	42.99
Batman*	*	Golf	29.99	Milion's Secret Castle	39.99	Super Team Games	34.99
Battle of Olympus	*	Golgo 13	34.99	Monster Party	39.99	Super Password	39.99
Bionic Commando	44.99	Gonnies II	39.99	NBA All Star Shootout	44.99	Super Ralley	42.99
Blades of Steel	39.99	Gotcha	*39.99	NES Play Action Football	44.99	Superman	36.99
Blaster Master	42.99	Grid Grabber	*39.99	Ninja Taro	39.99	T & C Surf Designs	34.99
Bubble Bobble	36.99	Guardian Legend	42.99	Ninja Gaiden	42.99	Target Renegade	44.99
Bugs Bunny	39.99	Guerrilla Wars	44.99	Nobunaga's Ambition	59.99	Temco Baseball	36.99
Bump 'n Jump	29.99	Gun Smoke	39.99	NFL Football	49.99	Temco Bowl	42.99
California Games	42.99	Hogan's Alley	29.99	Operation Wolf	36.99	Temco Wrestling	44.99
Captain Sky Hawk	*	Hollywood Squares	39.99	Paperboy	36.99	Teenage Mutant Ninja Turtles	39.99
California Raisins	*	Home Sweet Home	*39.99	Pebble Beach Golf	34.99	Tennis	29.99
Card Sharks	*	Hoops	42.99	Phantom Fighter	44.99	Terminator	44.99
Casino Kid	39.99	Hostage	*49.99	Pinball	29.99	Terra Cresta	42.99
Castlequest	39.99	Hot Rocks	44.99	Platoon	36.99	Tetris	*
Chessmaster	*	Hydlide	44.99	Price is Right	39.99	The ChessMaster	42.99
Chesterfield	*	Ice Hockey	32.99	Princess Tomato in the Salad	42.99	The Magic of Scheherezad	39.99
City Connection	29.99	Ikari Warriors	34.99	Pro-Am Racing	34.99	The Punisher	44.99
Clash at Demonhead	44.99	Ikari Warriors II	39.99	P.O.W.	39.99	The Three Stooges	*
Classic Concentration	39.99	Indiana Jones/Temple of Doom	42.99	Rad Racer	*	Thundercade	42.99
Cobra Command	42.99	Infiltrator	*44.99	Rampage	34.99	To the Earth	39.99
Code Name: Viper	49.99	Iron Sword Wizards & Warriors II	*44.99	Remote Control	42.99	Tombs & Treasures	39.99
Contra	39.99	Jack Nicklaus' 18 Hole Golf	44.99	Renegade	36.99	Top Gun II	42.99
Cybernoid	39.99	Jackal	34.99	Rescue Rangers	44.99	Top Gun	39.99
Cycle Shooting	44.99	Jaws	39.99	Road Blasters	42.99	Track & Field II	34.99
Dance Aerobics	29.99	Jaws Revenge	*42.99	Road Runner	39.99	Twin Cobra	42.99
Deadly Towers	34.99	Jeopardy	39.99	Robo Warrior	36.99	Twin Eagle	39.99
Defender of the Crown	44.99	Jeopardy Jr.	*39.99	Robocop	44.99	Ultima	59.99
Demon Sword	*	John Elway's Quarterback	44.99	Rocket Ranger	44.99	Vegas Dreams	*
Desert Commander	42.99	Jordan vs. Bird: One on One	42.99	Rollerball	39.99	Wheel of Fortune	39.99
Double Dare	42.99	Joust	29.99	Romance of Three Kingdoms	59.99	Wheel of Fortune Jr.	39.99
Double Dragon II	44.99	Karate Kid	34.99	RBI-Baseball	36.99	Who Framed Roger Rabbit	42.99
Double Dribble	34.99	Karate Champ	32.99	Secret Warriors	42.99	Wild Boys	*
Double Dragon	39.99	Karnov	42.99	Shadow Gate	44.99	Win Lose or Draw	44.99
Dr. Jekyll & Mr. Hyde	42.99	Kid Kool	39.99	Short Order	42.99	World Championship Wrestling	44.99
Dr. Chaos	42.99	Kid Icarus	*	Shooting Range	34.99	World Games	36.99
Dragon Warrior	44.99	Kings of the Beach	42.99	Silent Service	42.99	WWF Wrestlemania	39.99
Dragon Power	*	Knight Rider	*44.99	Simon's Quest-Castlevania II	42.99		

Nintendo® CARTRIDGES

1-800-446-PLAY

CALL NOW FOR CURRENT PRICE LIST FOR SEGA, SEGA GENESIS, AND TURBO GRAFX 16

All orders to include $3.50 for shipping & handling.

* Call for availability and pricing.

Prices subject to change.

NINTENDO IS A TRADEMARK OF NINTENDO OF AMERICA, INC. SEGA AND GENESIS ARE TRADEMARKS OF SEGA OF AMERICA. TURBO GRAFX IS A TRADEMARK OF NEC. GAME TITLES ARE TRADEMARKS OF RESPECTIVE MANUFACTURERS.

STRAP IN FOR FULL THROTTLE ACTION.

SKY SHARK® FOR YOUR NINTENDO ENTERTAINMENT SYSTEM®

TAITO
NOBODY EVER SAID IT WOULD BE EASY...
Deep in enemy territory, you've got to fly your P-40 on a dangerous top secret mission. The skies are thick with a deadly rain of armor-piercing fire. They chose you for one reason. You're the best there is. You know the score, so aim right and fly tight. The skies are anything but friendly tonight.
SKY SHARK
Licensed by Nintendo for play on The Nintendo Entertainment System
Official Nintendo Seal of Quality
REV-A

The Original Arcade Hit Is Here Now!

Get ready for the flight of your life with the awesome WW II air battle, Sky Shark.® Pilot your P-40 fighter plane over a scrolling landscape of dangerous enemy territory. Use your machine guns, bombs and pilot skills to knock out attacking tanks, anti-aircraft guns and an armada of deadly battleships and aircraft carriers. The final fight brings you face to face with a massive flying fortress.

Now this white knuckle arcade thriller from Taito® is ready to fly on your Nintendo Entertainment System.® You won't believe the five incredible levels of action.

We bring even more arcade excitement into your home with other action packed hits like Bubble Bobble,™ the addictive dinosaur romp, Operation Wolf,® the awesome prisoner rescue mission, and Renegade,™ the knock-out street-style karate brawl.

Take off for the guts and glory of taming the skies with the high flying action of Sky Shark.® Don't be left on the ground.

TAITO™
THE ONLY GAME IN TOWN™

® Nintendo has evaluated the quality of these products. Licensed by Nintendo® for play on the Nintendo Entertainment System.® Nintendo® and Nintendo Entertainment System® are trademarks of Nintendo of America Inc. Taito,® Sky Shark,® Renegade,™ Bubble Bobble™ and Operation Wolf® are trademarks of Taito America Corporation. Copyright © 1989. All rights reserved. Advertisement by: Qually & Company, Inc. (Chicago).

EVERYTHING ELSE IS CHILD'S PLAY.

The Power Glove.™ You plug it in like any joystick. But the similarity stops there. Because now you don't just guide the action. You are the action.

3-D sensors track the position of your hand, giving you free-flowing, instant response. It's a complete connection. Intense. And powerful.

Plus, the Power Glove has a unique programmable keypad that gives you amazing new ways to play almost every Nintendo® game. All your joystick games become different. More exciting. And with games specifically designed for the Power Glove, you'll be blown into another dimension.

So look for the Power Glove when it hits stores this Fall. Once you put it on, everything else becomes child's play.

MATTEL **POWER GLOVE**™

Licensed by Nintendo for play on the Nintendo® ENTERTAINMENT SYSTEM®

Official Nintendo Seal of Quality

© Mattel, Inc. 1989. All Rights Reserved. Nintendo and Nintendo Entertainment System are registered trademarks of Nintendo, Inc. Used under license. Manufactured under license from Abrams/Gentile Entertainment, Inc. **Lightning bolts not included.**

Made with love by

Our goal is to preserve classic video game magazines so that they are not lost permanently.

People interested in helping out in any capacity, please visit us at retromags.com.

No profit is made from these scans, nor do we offer anything available from the publishers themselves.

If you come across anyone selling releases from this site, please do not support them and do let us know.

Thank you!